

CRASH

A NEWSFIELD PUBLICATION
No. 69 OCTOBER 1989

**MAGAZINE
AND CASSETTE
£1.50**

SINCLAIR SPECTRUM GAMES

ON YOUR MEGATAPE

EXCLUSIVE DEMO

THE DUEL

TEST
DRIVE II

ACCOLADE

FIRST REVIEW!

CONTINENTAL CIRCUS

Burn rubber with Virgin!

4

**FAB & BRILL
SPECTRUM
GAMES!!**

PLUS

**CRUCIAL
POKES ON TAPE!**



SCREEECH!!!
Where's my
games cassette?
I'd better pester
my friendly
newsagent...

WIN!

**5 RADIO
CONTROL
PORSCHE TARGAS!**

PREVIEW BONANZA

- MYTH ■ VENDETTA
- GHOSTBUSTERS II
- GHOSTS 'N GHOULS
- GALAXY FORCE
- DRUGBUST

**THE
CHEETAH
DEFENDER
LIGHTGUN IS HERE
AND WE'RE GIVING
AWAY 50
WITH SIX
GREAT
GAMES!**



ALL FIRE

RUN THE GAUNTLET

"... apart from technical excellence, it's the sheer range of playable sections that makes Run the Gauntlet one of the best multi-event games..." CRASH.



CREATIVE ACTION.

RAMBO III

"the graphics are of a high quality throughout... equally impressive is the music... Rambo III delivers fast action entertainment." COMPUTER GAMES WEEK.



T.M. & © 1988 CARLOCO PICTURES INC. ALL RIGHTS RESERVED

THE 808 VS. DRAGONNINJA

"Dragoninja is fun to play... well implemented and extremely addictive." ACE MAGAZINE



DATA EAST

AND READY

RAMBO III
DRAGONNINJA

SPEC
8.95
AMS
9.95
COMM

SPEC/AMS
ROBOCOP 9.99
COMM



RED UP...

See us at the
PC SHOW
27th Sept-1st Oct

THE NEWZEALAND STORY

"Irresistible... an arcade-perfect conversion" ZZAP SIZZLER-ZZAP 64. "A superb game in

every respect.
C+VG HIT-
C+VG.



TAKU
CORP

RED HEAT

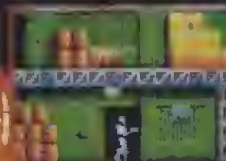
"Furious addictive action-
Red Heat is well worth spending
some time on." CRASH.



1988 CAROLCO PICTURES INC.
ALL RIGHTS RESERVED

ROBOCOP

"This is definitely the best film
tie-in to date, and is an utterly
superb game in its own right -
don't miss it." C+VG GAME OF
THE MONTH
- C+VG.



TM & © ORION PICTURES CORP.
ALL RIGHTS RESERVED

TO LOAD

RUN THE GAUNTLET
THE NEW ZEALAND STORY
RED HEAT

SPEC AMS
8.99 9.99
COMM

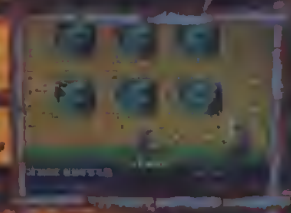
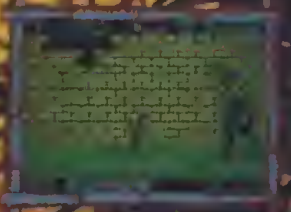
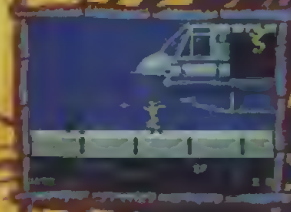
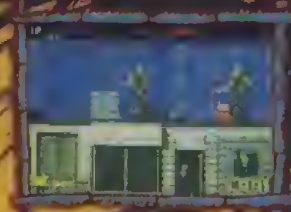


Games

P R E S E N T S

© SEGA LTD. 1991

SHINOBI



Available on
ATARI ST @ £19.99
ATARI ST 10 @ £14.99
CD-ROM CASS @ £9.99
CD-ROM DIS @ £14.99
PC 486/128 @ £9.99
PC 486/128 + 3 @ £14.99
AMSTRAD CASS @ £9.99
AMSTRAD DIS @ £14.99

SEGA LTD. ELECTRONIC LTD.
2-4 Vernon Yard - 119 Portobello Road - London W11 2DX

Developed by Sega Enterprises Ltd., Japan, and
Published by Sega Enterprises Ltd. Produced by The

CONTENTS

5

GAME THRILLS

Is the biggest and best tape around? It's packed with power and it's all yours! Yippee!

12

DEFENDER

The jabbest light-gun since the one! Cheetah have come up with a brill gun 'n' games and have FIFTY to give away!!!

14

LIVE CIRCUIT

Will Jafman recover his brain? Lloyd gives £40 of software away this month? Have you won the Escape dromps? Plus all the happening news that's fit to print (and some that isn't)

24

POWER PREVIEW

System 3 are at it again! Myth and Vendetta - two more games to get the Power Preview treatment! Plus a look at Ghostbusters II!

26

PREVIEWS

Games that we've seen a peek at! Galaxy Force, Ghosts n' Ghosts and Drug Bust! Hurrah!

29

NICKO'S TIPS

Red had has a hair cut and performed an ancient Celtic dance. Némoragquet map! (we're not quite)

37

DUEL COMPO

Five Poshes must be won from Accolade! Except they're a bit smaller than the real things.

40

REVIEWS

Review of Continental Force, the Shogun, Slider and Lord of the Rings. Plus a look at the new Lord of the Rings.

47

BUDGET

Gregory's new game, Gregory's Lost His Clock, and Operation: Overkill are just two of the many games at brilliant prices!

50

BYEEEE

Goodbye up and coming for next month and a special phone-in line!

FIRE POWER!

October is here, the PC Show is on — and all our fave software houses are gearing up for, you guessed, Christmas! This year promises a bumper bundle of Spectrum fun. Great games — check out the preview pages, new triff gimmicks — check out the Defender lightgun, and even a dashing new Spectrum look-alike with more power to its elbow: The Sam Coupe — find out next month! But why wait for Christmas? Load up your CRASH Power Tape now for a joystick melting load of action games, POKEs and a whizz round the roads of The Duel, the latest fabbo racing extravaganza to rock the Speccy! Let the action begin...

Game Thrills

KICK OFF THE NEW
FOOTBALL
SEASON
WITH
OCEAN/IMAGINE'S

SUPER SOCCER

To celebrate the start of a super season of the nation's favourite sport - (What? Wombat wrestling??). No, you fools! Soccer! The new Footy season is well underway, and Ocean/Imagine decided they'd get you into cheering spirit by lobbying their fab Super Soccer your way! It's a gooooooool! Our FA Cup runneth over!

Be a champ on screen. You can dribble past opponents, slide tackle, make crosses, even attempt diving headers.

Control over the ball is great, with stunning sharp shooting and ball passing.

When loaded the game kicks off with a menu from which you can select options to set up the game: Four status boxes on the right show number of players, level of play, mode of play and duration of

game. Press S to start game, P to select number of players from 1 to 8. Selecting two players automatically selects single game and three players selects tournament mode.

There are three skill levels, starting at quite simple and progressing to rather tricky (press L to pick).

Press M to change mode between Tournament, Single Game (one or two players) and Practice (one player).

THRILLS ON TAPE

Where to find your thrill thrills!

SIDE A:

**SUPER SOCCER
ZANTHRAX
THE DUEL DEMO**

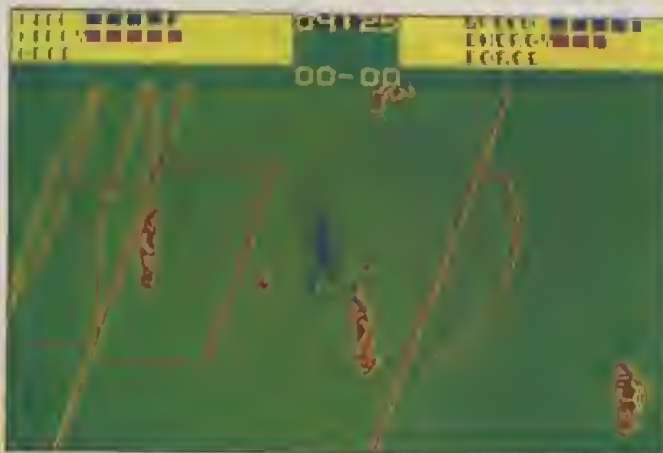
SIDE B

**DELTA WING
THE FINAL MISSION
POKEMANIA**

Check the inlay for loading instructions. Should your tape prove faulty, send it in its box to:

CRASH TAPE CLINIC OCTOBER (69), SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd CH5 2NY

A healthy Power Tape will wing its way back to you!



Game Thrills

The Colour Editor (press C) allows you to select any colour for the pitch (press P), Team 1 (press 1), Team 2 (2), and the border (B).

The Names Editor (press E) lets you define any of the team names. Arrow keys up (6) and down (7) select team to change. Press SPACE to edit name. Input new name (max 9 letters), DELETE erases mistakes, ENTER when finished. NB In tournament player one is top of the list, player two next down etc. ENTER to return to main menu. Press T to change length of game between 10, 20, and 30 minutes.

CONTROL-O-BALL

Use the Controls Editor to see the number of player selecting the controls and current choice of controls.

J selects joystick (Sinclair A, B, Cursor, Kempston) and D defines keyboard selection. M returns you to main menu (in tournament T returns you to tournament page). ENTER allows the second player to select controls.

If it's a single game press ENTER for KICKOFF.

On keyboard player one can select any key but H, and if player two is on keyboard too, he may not use H plus player one's keys.

KICKOFF!

Playing the Super Soccer Tournament

When entering the Tournament the screen clears, and you are presented with the draw for round one. All human controlled teams are highlighted in white. Press SPACE to play the next game. If humans are involved you go to Controls Editor; if not the match and its result will appear, and it's back to the tournament page. A aborts the tournament and returns you to Main Menu. Re-enter the tournament and the first round will have been completely re-drawn with no games played. All winning teams will automatically be placed in the next round of the Super Soccer Tournament.

Super Soccer Single Game

Play against either the computer or a friend. After the full period of game time the score is a draw, five minutes extra time is played. Still a draw? Time for penalty shoot outs!

The same applies to the tournament, of course. There must be winners...

Super Soccer Practice

Learn the skills of a Super Soccer champ. Practise dribbling and close ball control, chipping, kicking and driving the ball. Also practise throw-ins. Select one

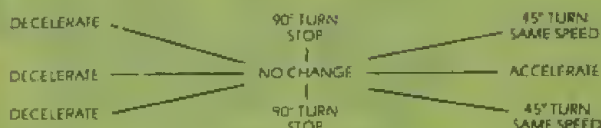
player only for this mode. Effort spent mastering the controls will pay dividends once serious play begins: Like real footballers, you have to be in training!

ACTION

The main screen shows the pitch which scrolls left and right with the action. At the top speed, energy and force factors of the player you're currently controlling are shown. The player nearest the ball is the one you control and is indicated by a halo appearing above his head. When free kicks or corners are to be taken the screen flips to an aerial view of the pitch.

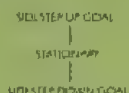
Focus in on playing details with the joystick:

Running If you are running, say from left to right then:

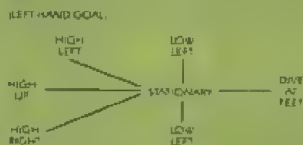


Goal Keeper

He can be moved as an ordinary player, but also has his own set of controls. Moving forward he acts like an ordinary player, but when stationary:



When the keeper is stationary or side stepping, pressing FIRE and moving the joystick acts as follows:



Place Kicks

Free kicks and Corners: A plan view is displayed and the clock stopped. You have 30 seconds to place your team anywhere on the pitch. Move your flashing symbol to the desired spot and press FIRE to get onto the next player. Pressing FIRE and holding the joystick in a position makes the player run in that direction when the ball is kicked. Players one and two do this simultaneously. Play resumes on the referee's whistle.



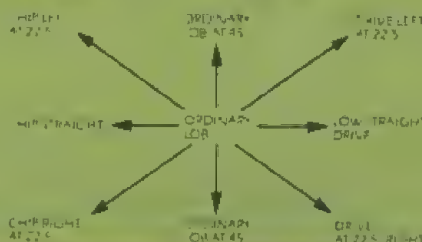
MOVING FROM LEFT TO RIGHT



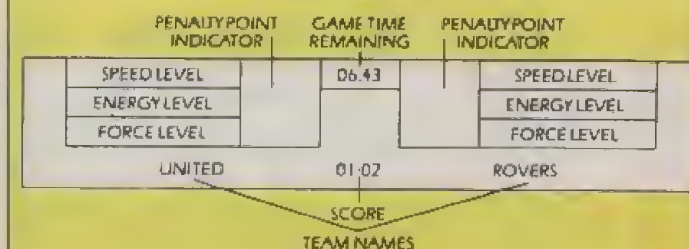
Kicking the ball in dead ball situations

For greater variety of play, controlling the ball at corners, free kicks and penalties is slightly different from normal control. Pressing fire increases the

energy, but until you come into contact with the ball your player will not change direction. When the ball is hit the type of kick depends on the joystick input. These controls are transposed for each direction of movement.



GAME DISPLAY



The first **CRASH**
Reader Power
Game!!

SPACE RACE TO THE DEATH!

ZANTHRAX

by W.A.S.P. (We. Are. Spectrum. Programmers)

POKEMANIA

More crucial POKES on your fabbo Mega Power Tape!
Check out Nick Roberts' Playing Tips for all the lifesaving details. It's happening from page 29!

Throw-Ins: Use joystick to point the ball in the desired direction. FIRE to build up force. Release fire to throw.

Trapping the ball: Pressing FIRE when the ball (kicked by the opposition) hits a player under your control causes the ball to be CHESTED DOWN. Otherwise it just bounces off.

Heading the ball: If the ball is airborne and your player is close enough to it pressing FIRE will get him to do either a JUMPING header or a DIVING one depending on state of play. **Speed and Energy:** Speed increases or reduces energy. Running fast decreases it, running slow increases it. If energy falls to a certain level, your speed is limited until you build it up again.

Penalty Points: Every foul committed scores a penalty point. One point is a caution, two a yellow card and three a red card (blue, yellow and red squares in status area). A player sent off with a red card does not return! **Penalties:** Keeper and striker use normal given controls.

NOW IT'LL BE LIKE CHRISTMAS EVERY MONTH!!!

And why will it be like Christmas every month? Because everyone who's anyone gets loads of Ocean/Imagine games at Christmas!!! And from now on, month after month, those great guys at Ocean/Imagine will be adding one of their BRILLIANT games to your already brill CRASH Power Tape!! If you're a 'hardened' games player you already know the sort of quality stuff we're bringing to your Speccy... and if you haven't played an Ocean or Imagine game before (where have you been?), this is THE way to check out the addictivity of their games and get yourself worked up ready for their stunning new line up for this Autumn/Winter! Now get stuck into Super Soccer and hold onto your hats for a really bouncy game next month!!! (ie. a 'rather swell' Smasher, name of Pogo!!!)

AND COMING UP ON THE RIGHT WING FROM OCEAN

New Zealand Story last month, nothing this month, but next month... Woocoo! We'll be revealing Ocean's conversion of Cabal, plus the film licence everyone's been waiting for - Batman The Movie, plus The Untouchables, and Beach Volley. And more, more, more (gasp): Christmas biggles Chase HQ and Operation Thunderbolt! All in your November Issue of CRASH, the action mag!

Guys, dig this: they call it sport. Racing sport. There was a time when sport meant friendly competition, when losers shook hands with the winner, when cars(!) ripped the track on endless laps at what they used to call Grand Prix events. Well, that's way back in history.

Today's losers don't get to shake hands, they're dead Sport is now WAR. That's the way vid audiences of the Solar Alliance like it. I've made a fortune on it, but then I'm a champ. Let me tell you about the newest craze: This alien, Zanthrax, whom no one's ever slapped eyes on, because he's firmly sat in his force-wall protected ship, came up with the notion that testing human courage and skill was going to be the sport for him. So he built this giant structure in space. A race track he called it - with twelve segments to complete. This highway in space leads straight to his ship. The creep is full of himself and his power, so he decides he's the ultimate test: Complete the tracks and blow his ship to smithereens.

Sounds easy peasy, but Zanthrax is no fool. Competitors must shoot down ten CHECK POINT DOMES per track avoiding lethal walls. To cap it all he chucks a fleet of his alien minions at you -

that's where the WAR bit comes in!

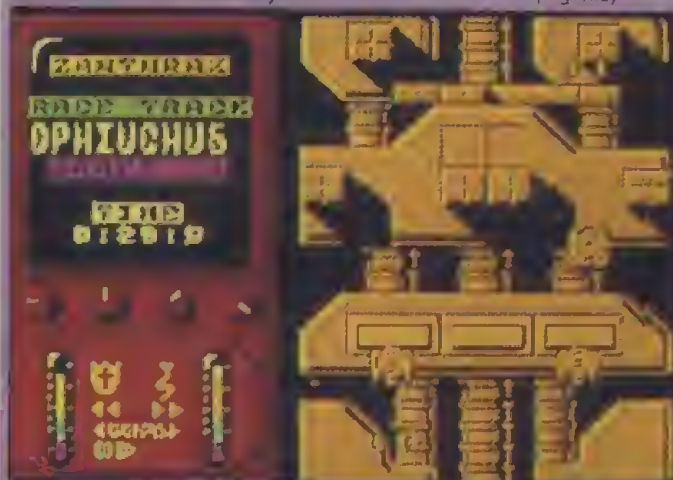
The quicker you finish a track the more points and bonus ZACMAS you get. After every third track you get the chance to dock with a rest ship to gain more bonus ZACMAS. Get through the last track, and you face Zanthrax himself. No one's got that far yet, but we're told his ship has this moving force wall. Our super cannon is supposed to blast through this and bingo! For motivation a ranking table is provided: See how other guys before you have fared (or not)! Personally, I'm just going to think of all those ZACMAS. Still keen to be a champ? Now's the time to prove it. Vid audiences all over are waiting to see you die..

LEARN THIS TO SURVIVE!

Game loading completed, you'll be given control options 1 - 4. **KEYBOARD (DEFINE)**, **KEMPSTON**, **SINCLAIR** and **CURSOR**. Next you get to record your name for posterity using the selected controls: **UP** - select whole name **DOWN** - erase last letter selected **LEFT** - **RIGHT** - select cursor left or right **FIRE** - select letter under cursor You will now see the rank table.. Press FIRE to continue. **OPTION SCREEN** (Ingame)

HINTS AND TIPS

Don't try to run the entire length of the pitch at full speed, you won't make it. Use accelerate and decelerate to confuse the opponent on dribbling runs. Time running up to the ball and kicking for maximum effect. Learn the art of passing and moving the ball quickly between your team. Use the fire button to change active players in your team. Try to win!



Cannon Upgrades:

GUIDED moves the fire with the craft
HIGH FIRE allows you to fire over walls

DUAL ACTION fires backwards as well as forwards

Weapon Systems:

MISSILE BLITZ blows up all homing and normal missiles on screen via the weapon key
SIPHON increases your shields and power when you fly over a siphon unit with it on
STEALTH Buy this, and it stops TRACTOR BEAMS pulling you into walls and homing missiles tracking you

TOTAL BLITZ kills all on screen, but you get no alien kill bonus.
INSURANCE replaces all weapons normally lost on destruction

EXTRA CRAFT You need 'em! But there's only eight
Use UP/DOWN to select these options, LEFT/RIGHT to choose the following.

BUY - buys selected items and deducts credit

SELL - opposite of BUY

RACE - start race on next track

RANK - shows the rank table

ABORT - Quits game altogether (wimp!)

Press FIRE to activate these options.

When using the BLITZ weapons, craft power decreases and when it drops to zero you may not use it again until power is recharged (SIPHON or NEW CRAFT).

Power resets automatically on a new track

Note that when you (P)ause the game during each track, Q returns you to option menu.

DEATH ON VICTORY

This sport is mean. You've shot the ten domes and are looking for the finishing line to land and stop. But beware certain chequered parts: all is not as it seems... Good luck, guys!

CRASH READERS GO PROFESSIONAL!

Julian Edwards and Lyndon Sharp, the team behind Zanthrax, only formed W.A.S.P. four years ago, after a couple of years practicing programming, mainly on the ancient doorwedge computer ZX81, and in BASIC. Zanthrax was their first real game, and CodeMasters were so impressed with it they put them straight onto converting their forthcoming Speccy release Rally Cross! Fame and fortune awaits...

ACTION STATIONS!

DELTA WING

The 1984 CRASH Smash (90%) from Mastertronic

The war in the air is coming to a climax! Never before have your ace fighter pilot skills been so crucial to the outcome of the battle. Will your nerves stand up to this ultimate test? Take off and find out: Life or death are in your hands...

Your jet is fuelled up and armed to the teeth. Time to go! Ignition. Taxi until your airspeed is above 83 knots (full flaps) or 87 knots (no flaps). Then pull back the joystick to take off and climb. Check out the map for enemy bases, the status report for ammunition and damage reports. You know what your mission is, you've done nothing else for the last few months: Knock out the enemy concentrations and protect your own bases from aircraft attack. Always tough, now even tougher...

- A enemy plane position of your bases
- A your plane position of enemy bases

BATTLE PLAY

If the position of the two planes is the same at any time, the symbols will be overlayed and turn red. Watch it: the minute you start your mission an enemy aircraft will be within radar range, which will overlay your symbol on the map screen - they like you even less than you do them!

You know you'll get hit: damage is indicated by the amount of plane on left of screen which is coloured red. When it is completely red, you've bought it!

The number of bullets and bombs are shown on the right.

Found the enemy bases? Right, decide which one to attack and fly there. Don't forget your own bases though. If they are attacked and destroyed, you have nowhere to land and refuel (and rearm)!

The moment an enemy jet is in range start firing your 20mm cannon (as if you wouldn't). Yellow border flashes indicate your hits on the enemy, red flashing means he's got you. Seven direct hits knock a plane out.


Once over an enemy base press ENTER to drop a bomb. Careful aim is vital: you only have one bomb per base!

Damaged, low on fuel, out of ammo? Land close to one of your bases for an overhaul.

LANDING

A successful touch down needs a vertical speed (VS) of less than 15ft/sec. Get between 15 and 60 ft/sec and your plane will bounce, greater than 60 ft/sec and you're a hole in the runway!

Keep your speed to less than 200 knots and ideally 100 knots, with flaps down to avoid stalling. Angle of attack should be less than 22%, the equivalent of 2 notches on the Artificial Horizon, below the central line. Don't bank, and have your undercarriage down (I). To be refuelled, repaired and rearmed land within a = mile of the base and be stationary (no thrust). If you're not close enough, taxi up to it.



CONTROL PANEL

CONTROL PANEL:

- a. Altitude in feet
- b. Brake indicator (across VS)
- c. VS (Vertical Speed) indicator
- d. Thrust (left of fuel gauge)
- e. Fuel Gauge
- f. Armoured in knots
- g. Bomb (Warning light of fuel gauge)
- h. Vertical Pressure Indicator
- i. Radar Range
- j. Bomb (Warning light of fuel gauge)
- k. Bomb (Warning light of fuel gauge)
- l. Bomb (Warning light of fuel gauge)
- m. Bomb (Warning light of fuel gauge)
- n. Bomb (Warning light of fuel gauge)
- o. Bomb (Warning light of fuel gauge)
- p. Bomb (Warning light of fuel gauge)
- q. Bomb (Warning light of fuel gauge)
- r. Bomb (Warning light of fuel gauge)
- s. Bomb (Warning light of fuel gauge)
- t. Bomb (Warning light of fuel gauge)
- u. Bomb (Warning light of fuel gauge)
- v. Bomb (Warning light of fuel gauge)
- w. Bomb (Warning light of fuel gauge)
- x. Bomb (Warning light of fuel gauge)
- y. Bomb (Warning light of fuel gauge)
- z. Bomb (Warning light of fuel gauge)

FLY THAT PLANE!

Keys

- L - left
- P - right
- Q - up
- Z - down
- U - undercarriage up or down
- M - map
- ENTER - drop bomb
- B - air brakes
- T - increase throttle
- G - decrease throttle
- F - flaps up
- V - flaps down
- R - change radar range
- S - music on/off

Joystick: Sinclair, Kempston, Fuller, AGF/Protek

Concluding our ad

THE KET TRILOGY Part three:

THE FINAL

The day you were framed for murder, the trial, the sentence to a grisly death - all these horrors seem like years ago, even though it's only been weeks! The offer of life from the desperate Lords of Ket, and your decision to accept this foul mission into the Mountains of Ket are but a hazy memory, pushed back by the horrors you've survived.

Well, they told you to destroy the Priest King Vran Venusbel and his cult of Mad Monks, to eliminate their High Priestess Delphia and give the Lands of Ket a chance of a peaceful life free from their marauding hordes, - and despite all odds, you haven't done too badly. Sure enough, every time you felt like turning back and giving up there was your dear little friend Edgar to convince you oth-

PLAYING THE ADVENTURE

When entering commands use a Verb/Noun combination. You'll be told if your command is not understood, or if you're trying something impossible. Here are a few sample commands: Get sword, prepare sword, throw cane, climb down, go east. Additional special commands: Inventory: Lists objects you have with you and shows your prepared weapon.

Stat: shows your current condition.

Score: how well are you doing?

Beep: turns off the Speccy keyboard beep.

Help: May be useful. Look: redescribes your present location.

Quit: ends the game.

Commands may be abbreviated: Inv: Inventory, N: North, U: Up, etc...

Your statistics measure your current condition: Prowess, Energy and Luck. These are used in combat. You'll be told your statistics at the beginning of the adventure, and they may be checked at any time using Stat. The higher the better...

adventure epic from Incentive Software!

MISSION

erwise, The magic assassin bug with the poison fangs sitting on your neck was a neat idea of theirs. Better to brave the dangers ahead than a pain in the... But then, Edgar is helpful too, with his information on all you encounter, and you probably owe him your life.

VICTORY AND PAIN

He didn't stop that blow to your head though, and the pain is killing you. Everything had gone so well. The Temple of Vran was awful, but cunning put paid to vile Delphia. The sheer joy of having destroyed one of your two targets egged you on. Using her magic sceptre you found the secret entrance and stairs down to the lower Temple. Euphoria pushed you on, even though gloom and thickening air enshrouded you. Fool! It was just the place for some coward to swipe at you -

Owl That must have been hours ago, and now you know you face the evil Vran Verusbel himself. **THE FINAL MISSION**

The Priest King lurks in his inner sanctum, deep underground and beyond the five enigmatic Gate Guardians. Defeating him will test you to your limits, but there is no escape. You have got this far and have nothing to lose. Victory must be yours! It occurs to you that killing Vran may benefit Ket, but it is you who is at stake as well. How will you secure your own route to freedom and life?

HOW TO FIGHT

If you get into a fight a special combat screen will be displayed. It shows your abilities and (thanks to Edgar) those of your foe. Combat is split into a number of rounds, ending when one of you dies or flees. Each round your prowess and that of your opponent is compared. The higher of the two has more chance of hitting the opponent, but even low prowess may hit! A hit decreases the opponent's energy, and total loss of it means death. You get a chance to dodge, but Luck is needed. Don't let it run out!

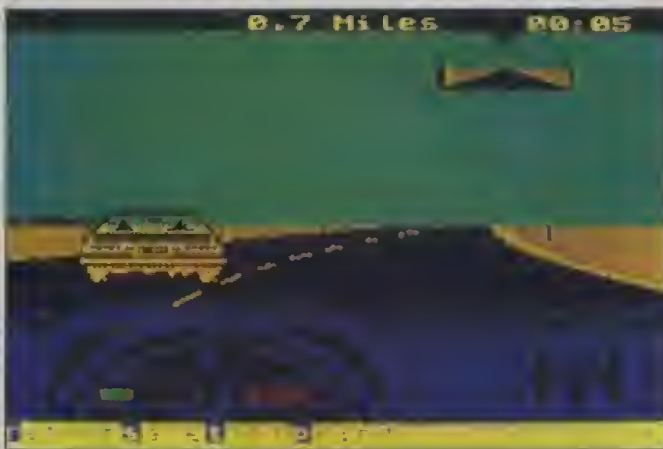
Game Thrills

A taste of burning rubber!

THE DUEL - THE DEMO

Accolade are going to take YOU for a spin in a Porsche with our exclusive Power Tape demo of The Duel — TestDrive II. Accolade have specially put together this demo to give you a chance to take in the sights as the driver takes you for a trip on The Duel's mean roads. Just sit

back, strap yourself in, and get a passenger's taste of what is to come next month when The Duel goes on release and lets YOU take over the steering wheel (if you dare). Bear in mind that even now Accolade's programmers are revving up the cars to make the race and animation sequences even faster than on this demo! Veeeeeerrrrrom! Crash!



Special Show Offers from Dynamics

See us
on stand
3451
at the
PC Show

Competition PRO 5000

Top selling joystick with arcade quality and reliability, incorporating these amazing features:-

- Super sensitive microswitches - for precision control.
- Dual fire buttons for left or right hand control.
- Firm non-slip base pads.
- Robust steel shaft and rubber return for smooth movement.

Go with the Pro!

Special PC Show Price

£10.00

RRP £14.95

Over 1 Million Sold!

Competition PRO 5000

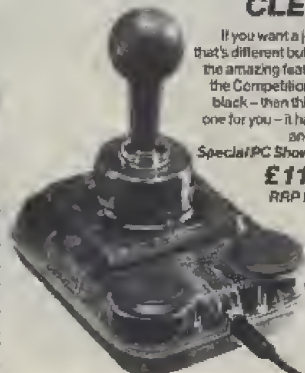
CLEAR

If you want a joystick that's different but has all the amazing features of the Competition Pro in black - then this is the one for you - it has style and pace.

Special PC Show Price

£11.00

RRP £15.95



Competition PRO

EXTRA

The ultimate in the Competition Pro series incorporating -

ADDITIONAL FEATURES

- Rapid Fire capability
- Unique slow motion action

Score like a Pro!

Special PC Show Price

£12.00

RRP £16.49

You can save an additional £1 on these special offers at the PC Show. Cut out the voucher below and take it to our stand where we will take £1 off the special show price

Additional £1.00 off the PC Show Price

- Only one voucher per purchase
- Valid only from 30th Sept to 1st Oct, 1988
- This voucher is valid against the Competition Pro 5000 in black and clear.
- This voucher is not redeemable against cash or other substitutes.

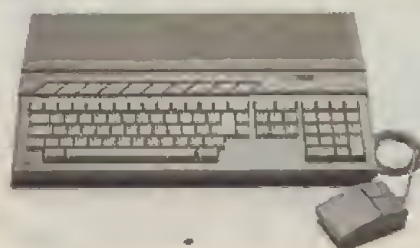
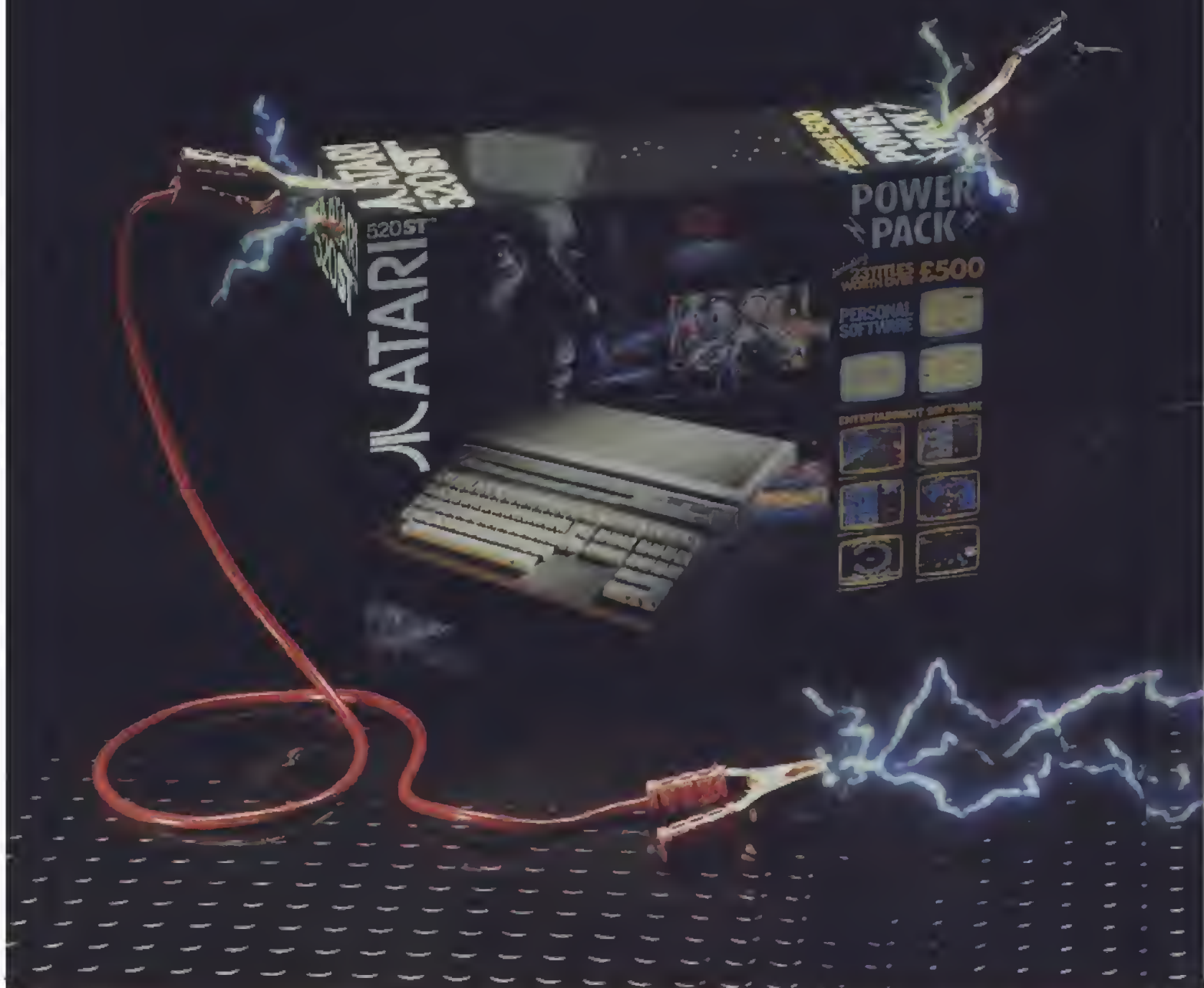
£1 OFF

DYNAMICS marketing Ltd

A British Leader in Joystick manufacturing

COIN HOUSE 1 NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND

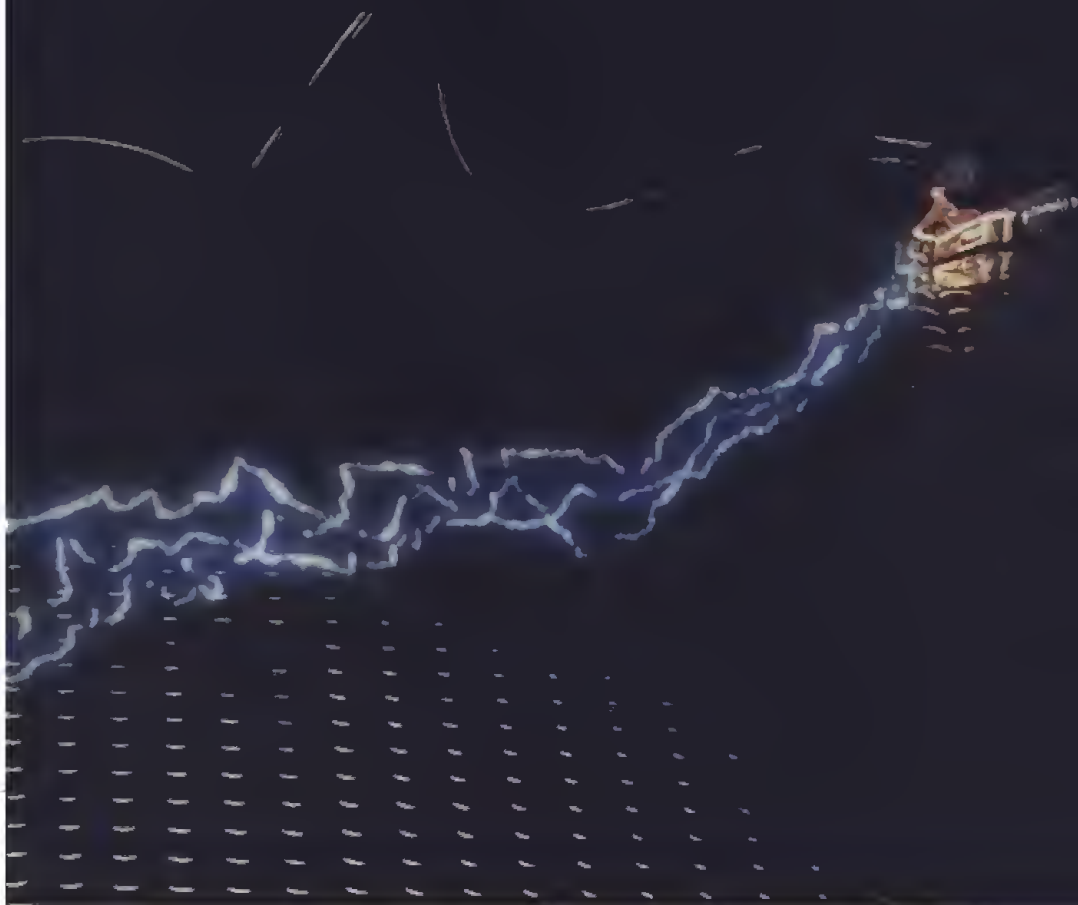
TELEPHONE: 0061 626 7222 TELEX: 669705 COING



There's no catch. We're giving you the Atari 520 STFM and £500 worth of great software titles for just £399.99.

The twenty-three superb titles include some of the greatest games and three excellent programs, which introduce you to the BASIC programming language, computer-created music and the more

**The Atari Power Pack.
With £500 worth of software for starters.**



popular computer applications such as word processing and spreadsheets.

Be a bright spark, take advantage of this great offer now and pay a visit to your nearest Atari dealer.

For further information, fill in the coupon.

Please send me details of this and other Atari products.

Name: _____

Address: _____

Phone No: _____

ATARI POWER PACK

Atari Corp. (UK) Ltd., Atari House, Railway Terrace, Slough, Berks SL2 5BZ

X-28/SEPT

GO AHEAD PUNK, MAK

Lean, mean and accurate ... BLAM!! The new Defender light gun from Cheetah is here, and Richard Eddy takes an exclusive peek at the latest Speccy add-on that's aiming to rival Sinclair's very own Magnum.

It's a fact! The people from Wales are absolute boffins when it comes to producing Speccy stuff. There's the Sam Coupe from MGT, the Sinclair Magnum developed in Swansea by Trojan, and now Cheetah in Cardiff have a spiffing new light gun called the Defender, which looks like it's going to knock the Magnum into a cocked hat when it's released any time now. Mainly 'cos it looks dead good, but especially as it's a fiver cheaper at £24.95.

The Defender is the end result of a year's work by a group of Cheetah's top engineers, and it's just a smidgeon off being finished. Unlike the Magnum (featured in the August issue) it actually looks like a gun, rather than a space phaser, and is constructed to give the same feel as a real pistol, with weight, trigger balance and precision. So remember - don't point this at your granny unless you're prepared to get into heaps of trouble!

The 128K/42+3 version is the closest to being finished. This connects to the Speccy via the Keypad/Aux port. A 48K version is also underway, and will connect via a joystick interface.

Unlike the Magnum, the Defender has the smart inclusion of a sliding autofire/function select switch. This, if the software suits, turns the Defender into a machine gun, or allows you to select different weapons on screen.

Until recently Cheetah hadn't seen the Magnum -- but when they did get their paws on it, they thought it a tad primitive. They're now confident that their Defender is designed, and works, a lot better. Of course, the TV screen will flash when the trigger is pulled, but Cheetah say it shouldn't interrupt gameplay as much as the Magnum does.

Gameplay? Coo, yes! While Cheetah have been busy constructing the gun, best-selling budget house CodeMasters have been programming six super games to make the most of the Defender. And what are they all about? Read on a find out...

12 ■ CRASH OCT

BRONX STREET COP

Author: Pete Williamson

It's tough on the streets... especially the streets of New York's Bronx area - unless you own a Defender! There's five levels to the game, starting with a training session. The action really hots up in the first mission, where you have to track down armed robbers and bump 'em off. More missions follow, each getting progressively more difficult as you face crazed muggers, evil drug pushers and other vile pieces of work.



SUPERCAR TRANS-AM

Author: Pete Williamson (prolific)

Jump in the driving seat of a V12 turbocharged armour plated flyer

and prepare to race from the beaches of California to the skyscrapers of New York. You're armed with ground-to-ground and remote-controlled air defences. You decide the direction the car takes by firing at a right/left icon on screen. Sounds like a novel way of getting about



ADVANCED PINBALL SIMULATOR

Authors: The Oliver Twins

A previous CodeMasters hit gets the light gun treatment with fast flippers, gates, barriers, bonus lanes, extra balls, a ball trap and loads more pinball features, and it's all controlled by the light gun firing at left and right flipper icons on the side of the table



KE MY DAY!!

COMPETITION



BILLY THE KID

Author: Gary Priest

Become the most famous cowboy of them all and load up for gun-slinging action from the wild, wild west. You can practice shooting cans hurled into the air, and then go on to to become a fully-fledged

outlaw in a bank raid. Watch out for the Sheriff now, or you may be challenged to wild west high noon shoot out — five paces, turn, fire and all that millarky!

YOUR CHANCE TO WIN ONE OF FIFTY DEFENDERS!!!

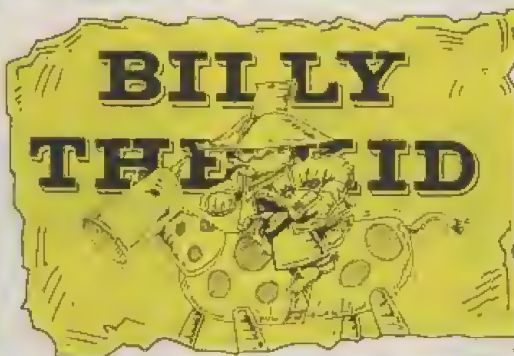
Fifty, yes FIFTY, Defender light guns are being given away by Cheetah in this fabulous compo. Erm... well that sort of sums it up really. Er... Hold On! How many prizes does that make then, when the six games are added to fifty guns? Er... six times fifty is... um... six fives are thirty times that by ten and that makes 300, add the number of light guns, fifty, and that makes... durr: 47!!! (350 prizes dimwit —Ed).

Ah yes! 350 prizes altogether! Brilliant!

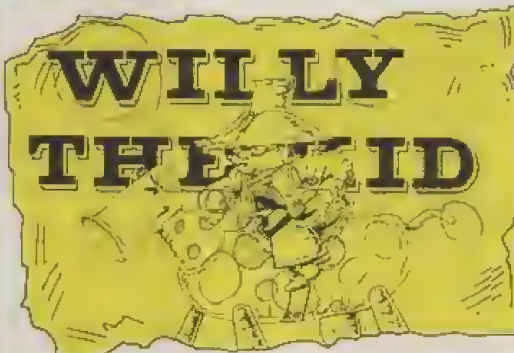
Anyway, as we were saying: 50

Defender guns, each with six games and worth £24.99 each, are up for grabs. But before you can start blasting, you've got to spot the difference between these two Billy The Kid drawings! In the second picture there are TEN differences from the first. If you can spot them all, cut out picture two, with all differences circled and send it to: IT'LL MAKE MY DAY IF I WIN THE DEFENDER GUN COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. All entries here by October 19, and compo rules apply.

PICTURE ONE



PICTURE TWO



Name _____

Address _____

Postcode _____

My Spectrum is a 48K 128K +2 +3

F-16 FIGHTING FALCON

Author: Pete Williamson (even more busy)

Four levels of 3-D Night combat. To defend your Falcon against the Soviet MiGs and 'copters, point the light gun at enemy targets and let rip with a barrage of heatseekers, sidewinders and heaps of other missiles to blast everything outta the sky! To avoid oncoming planes and their missiles, shoot(t) your plane to take evasive action.



JUNGLE WARFARE

Author: Jason Falcos

Level after level of hostile forces to destroy — tanks, 'copters, jeeps,

crack commando snipers, enemy aircraft — the list goes on! It's taken from Super Tank Simulator (reviewed this issue), the action viewed side on with the scenery scrolling right to left while you shoot at a seemingly endless onslaught of enemy troops!

More info on the Defender from Cheetah, Norbury House, Norbury Road, Fairwater, Cardiff, or bell 'em on 0222 655525 — tell them CRASH sent you.

Views • News • Jetman • Forum • Classifieds • Winners • As compiled by Lloyd!

It's all been go this month! The CRASH team seem completely frazzled. Either they're doing too much out of work, or it's true that so much has been going on in the software scene! But then they all complain about overwork all the time anyway... As for me, well I have finally got a (silly) Letter of the Month, so read on. Any comments are welcome: Send them to LIVE CIRCUIT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.

Letter of the Month BATTERED!

Dear Lloyd,
Help! I am in despair! I am a confused little Specky and I don't know where to turn; I am a 48K board living inside a 48+ keyboard. It's just not fair, I've been broken twice and I'm always getting 'Manic Miner' played on me. I'm always getting battered, especially when the master of the house gets beaten, he takes it all out on me! It's not really my fault is it?

I know I'm a computer, and that I can do a lot of things but I can't swim can I? So I don't know why I'm always getting drowned with juice or tea by the little ones in the house. How many lives have us wee Speccies got? If I've only got one life left, I think I'll waste it, I'll jump off the desk or blow up or something, I've had enough. When they are loading something on me they don't realise that I'm screaming at them, they turn the volume down!!!

Please print this letter as there might be some other poor desperate Specky out there just like me

How many lives do we have???

No-one said it was going to be easy, but surely, you can't give up when you're faced with the prospect of having Batman running through your chips, can you? And that might well happen very soon, as I've rewarded your owner with £40 of Software!

Incidentally, you have very neat handwriting for a Specky!
LM

LAURA'S DIARY

Dear CRASH,
In reply to Miss Laura Powey of Dorset: I have just what you need, kiddo. I have in my possession an Original Copy of, wait for it, My Secret File by Mosaic.
Quote: 'Are you embarrassed by your secret ambition and driven batty by your eccentric family?' you can choose your own secret code so that NO ONE ELSE can read your secret file.
So Miss Laura, if you would like to take it off my hands then you can have it, plus its own book of



instruction, FREE! Yes FREE. Please write to me at my address. I do not need it anymore because I am now married, so now I do not have any secrets. Ha, Ha, from my wife.

Write soon if this is helpful.
**Andy Dalli, 31, Victoria House,
 South Lambeth Road, London
 SW8 1QT**

Help is at hand then, Laura — I would have posted this on to you personally, but the Crash office being the pig-sty that it is, your letter was lost.
LM

MORE HELP

Dear Lloyd
 Here is a response to the letter from Laura Powey (in the September issue of CRASH).

A lady's diary should always be secret!

1. Type in your diary as a 'REM' statement or statements.
 2. When you have finished, type: POKE 23755,255 (with no line number) and press enter, TWICE. The screen is now blank. Then save the program. When the program is reloaded, the screen is blank. You can only see the listing by typing: POKE 23755,0 and ENTER.

This will make the diary safe providing your brothers do not know the 'trick'.

This method was picked up from a book called 'Trade Secret' by G.A. Bobker. I hope this helps. Merk Longhorn, Bristol.
 Right Laura, there's two solutions for you. And I specially printed this for any other secret diary users!
LM

IS IT A JOKE?

Dear Lloyd
 In reply to the letter by Adrian Hunt from Worcester (Issue 68) about the Copyrights, Designs and Patents Act, it's got to be a joke hasn't it? I recently bought a +3 Speccy for file handling, memory capability and speed of software loading (No more waiting for tapes). Having left the computer scene for at least 6 months, I was happy to see Romantic Robot's Multiface 3, because some of my friends own other Spectrums (+2's etc) and also because I had a few games stored in the back of my wardrobe from my last Spectrum. Saving from tape to disc seemed to be the best move. Sadly the Multiface 3 is no longer available. Do you think this may in any way put the Spectrum back a step or two. (What would you rather have, a +3 and still have to wait for taped software to load or the same software but on disc).
Thomas O'Dwyer, London.

It is a pain now that the Multiface 3 is no longer available, but I'm sure it makes software houses happier to know that their disk software sales should rise.

However, as I said last month, I wouldn't think you'll end up in the slammer for backing up legitimately bought tape software using your Multiface 3.
LM

PATHETIC

Dear Lloyd
 I am writing about the pathetic new law on the Multiface. The law claims to prevent 'pirating' but in fact it only makes multiface-users suffer because pirates will still be able to pirate software by using a twin tape deck. There's only one way to prevent pirating and that is to lower the price of software. This way people wouldn't have to pirate their own games or buy them off pirates cheaply as their money would stretch further. Continue to fight the pirates but bring back the Multiface.

Grant Smith, Gillingham.
 The law isn't really 'on the Multiface' only — it applies to all areas of copying, including tape to tape. You bring up the subject of lower price to kill off piracy — and many software houses have tried using a £4.99 price point instead of a £9.99 point. Sadly, these attempts have never succeeded, either with the distributors or customers, so for now it looks that we're firmly stuck with a budget price of £2.99 or a standard full price of £9.99.
LM

KANGEROO-GEROO-GEROO

Dear Gang
 I've just stumbled across an issue of CRASH mag in my local newsagents. It's the first issue I've ever seen, and it prompted me to unpack my Spectrum. Perhaps you could help me with a few questions. I have a Spectrum 48K, and would like to know if there is somewhere, whether in Australia or England, that I can buy a joystick and interface. I'm presently using a Stone Chip programmable interface, but I find this unacceptable. Also what would you recommend as the best games in the following categories, and where are they available? Combat Flight Simulator, both aircraft and helicopter. Adventure games, fantasy, sci-fi, strategic games. I realise that this stuff will probably need to be mail ordered, but I hope you can help me.
Shaun Tiernan, Austrelia.

Welcome aboard Shaun. To help you out here's some answers:
 The best way to find an interface is either through your nearest retailer or in the classified sections of mags (like CRASH). For games, why not try writing to MicroProse at 2 Merkel Place, Tetbury, Gloucestershire, England as they specialise in the kind of games you're after.
LM

CHALLENGE SOFTWARE

GREAT STRATEGY GAMES

A superb range of Football & Cricket games for the Spectrum, Commodore & Amstrad
 From Challenge Software (formerly E & J Software)

TREBLE CHAMPIONS £9.95 Spec 48/128 : Com 64/128 : Ams CPC
 A STUNNINGLY REALISTIC FOOTBALL STRATEGY GAME. Can you Win The League, The FA Cup & The League Cup - 4 Divisions of 20 Teams - 1 Div. 20 Non League Teams - Details of OVER 1500 Players - Results & League ALL Divisions - League Cup with 1st, 2nd Rnd - 3 Finals over 2 Legs - F.A. Cup includes Non League - Transfer Market buy ANY PLAYER ANY DIVISION - 3 SKILL Levels - Start ANY Division - SAVE GAME - Time Management - Reserves - 2 In-Match Subs - Coaching - Fitness Training - PLUS MUCH MORE

EUROPEAN CHAMPIONS £8.95 Spec 48/128 : Ams CPC
 THE INTERNATIONAL CHALLENGE OF THE EUROPEAN NATIONS CUP. Genuine Nations Cup Format with full Random Draw of 32 Seeded Teams - Fixture List, Results and League Tables of ALL 6 Groups - Discipline & Medical Reports - Squad of 22 Players plus Other Players - 17 Month Itinerary of Qualifying Group, (Arrange Friendlies and Finals - Plus many more Superb Features and Options. EUROPEAN CHAMPIONS includes E & J's MATCH PLAY SYSTEM which captures all the ACTION, DRAMA & TENSION of International Football.

WORLD CHAMPIONS £7.95 Spec 48/128 : Com 64/128 : Ams CPC
 A COMPLETE WORLD CUP SIMULATION - Select Friendlies - 25 Players - Qualifying Group - 2 In-Match Subs - Discipline Table - Select Your Opponents - Extra Time - Final Rounds - Players Gain Experience - 7 Skill Levels - TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - PLUS many more Features.

CRICKET MASTER £8.95 Spec 48/128 : Com 64/128 : Ams CPC
 A SUPERB SIMULATION OF ONE DAY INTERNATIONAL/COUNTY CRICKET - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Medium & Spin Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Run Out - Midfield - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Single Option - 3 Game Speeds - STAR FEATURE a complete MATCH OVERVIEW showing Ball by Ball Action and Commentary and MUCH MORE!

TEST MASTER £8.95 Spec 48/128 : Ams CPC
 A COMPREHENSIVE SIMULATION OF A 5 DAY TEST MATCH - Includes most of the Features of CRICKET MASTER and MATCH OVERVIEW plus Deductions - Nightwatchmen - Light Meter - Rain Stops Play - Varying Number of Overs per Day - Follow On - Save Game - New Ball - Bad Light Interruptions - TEST MASTER is a True representation of a Complete Test Match and offers the ULTIMATE CHALLENGE to All Cricket Enthusiasts.

Above games available on disc @ Plus £4.00 Spec & Ams or Plus £2.50 Com PER GAME
 (Treble Champions not available on disc for Commodore 64/128)

ALL GAMES are available by MAIL ORDER for IMMEDIATE despatch by 1st class post and include Full Instructions. State which Machine & Tape or Disc.
 (Add £6p per Game outside UK or £1.50 per Game for AIRMAIL, outside Europe.
 Payment in Pounds Sterling Only).

Cheques or Postal Orders payable to Challenge Software, SEND TO:
 Challenge Software, Room 3, 37 Westmoor Road, ENFIELD, Middlesex, EN2 7LE

FANTASTIC DISCOUNTS
 FULL PRICE GAMES ONLY
 Over 3 games ordered £3.00
 Over 5 games ordered £5.00
 Over 10 games ordered £7.00
 Over 20 games ordered £9.00

FREE Catalogue

SOFTWARE

All the leading software for your computer Spectrum, Commodore 64, Amiga, Atari ST, BBC, Sega plus many more.

HARDWARE

Printers, Disc Drives, Light Pens, Snapshot, Reset Switches, Freeze Frame MKS, Mouse, Light Guns

JOYSTICKS

We have a large range of joysticks from all the leading manufacturers - Phaser one, '125' Challenger, Mach 1, 'Starlighter', Competition Pro, 'Konix Auto Fire', 'Cruiser' Sega Joystick! plus many more

BUSINESS SOFTWARE

Statements, IBM Software, Head Cleaners, Disc Boxes, Mouse Mat, Invoices plus large selection of Amstrad/IBM Business programmes

BLANK MEDIA

3" Discs, 5 1/4" Discs, 3 1/2" DS-DD Discs for all computers

Just send us 3 x 19p stamps for your free copy of the Computer Companion - over 24 pages of all the latest in Hardware & Software, 24-hour delivery or you can order by phone using Access/VISA

Send for your Copy Now.

VideoVault Limited,
 Old Kingsmoor School, Railway Street,
 Hadfield, Cheshire SK14 8AA
 Telephone 04574 66555/67761/69299
 Fax 04574 68946

VideoVault LIMITED

© COPYRIGHT VIDEOVAULT 987071



WATCH OUT FOR BATMANIA
AT BITS & BYTES COMPUTERS
ITS PROMOTION TIME FOR



MEGA RELEASE OF
NANA NANA NANA NANA

BATMAN

THE MOVIE

WHICH WILL BE RELEASED FOR THE FOLLOWING COMPUTERS

AMIGA £24.99 ST £19.99 SPECTRUM CASS £9.99 COMMODORE CASS £9.99
SPECTRUM +3 DISK £14.99 AMSTRAD CASS £9.99 AMSTRAD DISK £14.99 COMMODORE 64 DISK £14.99

ORDER YOURS NOW AND YOU WILL RECIEVE ABSOLUTELY FREE!!!
A SUPER BATMAN GOODY BAG FULL OF

ZZAP!

THRACK!

KAPOW!

PLUS A SUPER BATPAC

WITH DETAILS OF COMPETITIONS, PRIZES PLUS LOTS, LOTS MORE!
CALL INTO YOUR LOCAL BITS & BYTES

TELEPHONE OUR CREDIT CARD HOTLINE

051 708 7408

OR SEND CHEQUES OR POSTAL ORDERS TO:

BITS & BYTES COMPUTERS
18 CENTRAL STATION, RANELAGH
STREET, LIVERPOOL, L1 1JT
TELEPHONE 051 709 4036
(FREE P&P UK ONLY OVERSEAS ADD £2.00 P&P)

BITS & BYTES COMPUTERS
15 TYTHEBARN STREET, THE ROCK,
BURY, LANCs
TELEPHONE 061 764 1989

**GIFT VOUCHER
EXCLUSIVE TO
BITS & BYTES
50p OFF
CHASE H.Q.**

**GIFT VOUCHER
EXCLUSIVE TO BITS
& BYTES 50p OFF
BATMAN
THE MOVIE**

A SMALL SELECTION FROM OUR WAREHOUSE

SINCLAIR HARDWARE & SPARES

(OFFERS WHILE STOCKS LAST)	RRP	WAVE
Sinclair Plus2 Action Pack Inc; Light gun & Games.....	149.99	140.99 A
Sinclair Plus3 Action Pack Inc; Light Gun & Games.....	189.99	187.99 A
FD-1 2ND 3" Drive - CPC/+3 (8128 Also Req.DL-2).....	88.95	85.14 C
DL-2 Cable - FD-1 to CPC6128/+3.....	6.95	5.65 E
Membrane for keyboard - Spectrum 48K Rubber.....	4.80	2.65 E
Membrane for keyboard - Spectrum Plus.....	15.00	8.00 D
Amstrad SJS1 Joystick - +2/+3.....	9.95	7.95 E
Timex 2040 Thermal Printer - Spec 48K/+2 (Not +2A/+3).....	79.95	45.00 C
Thermal Paper - Alphacom 32/timex 2040/Mattel Acc. Box5.....	8.00	8.00 D
Thermal Paper - Sinclair ZX Printer.....	12.50	10.63 D
Star LC10 Parallel R&T NLQ Printer.....	287.85	158.01 A
Epson LX86 Parallel NLQ Printer + LX8304 Traction.....	341.55	227.07 A
Lead Printer Electronics Parallel - +3/+2A (not +2).....	14.94	7.48 F
Kempston IS35 'E' Centronics Parallel Printer Interface.....	49.95	39.95 D
2482RN Ribbon Rinking Nylon- DMP2000/3000 Range PKT2.....	11.90	3.92 F
2861FN Ribbon Fabric Star LC10.....	11.50	4.60 F
Sinclair Expansion Pack, Interface 1, Microdrive, Lead, Demo Cartridge & User Guide - Spec 48K/+2 (3MTHS Warranty).....	99.95	88.96 D
Lead, Cassette Recorder to +3.....	4.50	2.25 E

SINCLAIR/AMSTRAD SERVICE EXCHANGE SPARES AVAILABLE - PHONE FOR PRICES
DO YOU WANT TO SAVE MONEY, THEN SEND FOR OUR TRADE PRICE LIST

State for which products and enclose 3 19p stamps	
BLANK DISCS & SOFTWARE Amstrad Amstrad Library Case Holds 10 3".....	7.95 3.98 E
Microdrive Cartridge (Pison EX Sinclair W/House).....PKT10.....	18.00 14.00 E
Amsoft 3" Discs DS/All 3" Drives.....BOX10.....	29.90 20.93 E
Mixel 3" Discs DS/All 3" Drives.....BOX10.....	29.90 19.99 E
Verbatim 3.5"DS/DD 135TPI Bulk Discs.....PKT25.....	62.50 20.83 D
Verbatim 5.25"DS/DD 40/80T Bulk discs.....PKT25.....	27.27 7.36 D
AMS3DL Storage Box Holds 15 Cased/30 Uncased 3" (NEW).....	14.95 9.72 D
Wordmaster DTP Pack - Spectrum 48K/+2/+2A State Printer.....	37.80 24.57 E
Wordmaster DTP Pack - Spectrum +3 State Printer.....	40.30 27.40 E
Tasman Taswide - +3.....	8.95 6.95 F
Tasword, Tas-Spell, Tasprint, Tasocci, Tas-Sign +3 Each Prog.....	24.95 17.47 E

Eng Mailand post & Ins (A)5.75 (B)4.90 (C)3.45 (D)2.30
(E)1.15 (F)34p (ANC)3 day 10.25 Next Day 13.80, COD+2.30
Max UK post chg. 8.50 per 20kg/500.
ALL PRICES INCLUDE VAT. All sales subject to our Trade Terms of Trading.

W.A.V.E. (Trade Dept. CRA 1000)
WALNEY AUDIO VISUAL 7 ELECTRICAL DISTRIBUTION
1 Buccleuch Street, Barrow-in-Furness, Cumbria, LA14 1SR.
TEL: 0229-870000 (8 lines) Hours: Mon-Fri 10.00-5.00

KOBRAHSOFT SPECTRUM UTILITIES AND SOFTWARE

SP5 TAPE TO +3 DISC UTILITY: (New) Transfer tapes to +3 disc. Many examples. NOW transfers the very latest Pulsing and Countdown programs. FULL Manual. FREE superb DISC HEADER READER and DISASSEMBLER. Supplied on DISC at £12.95.
DJ.C.E.I: (New) Version 2 disc utility for the +3. Modify and read sectors, back up discs, FULL DiMemory: Recover erased files, Lock out faulty files; Erase/Rename files; Mnu down; Easy to use "An excellent package". CRASH October '88: £12.95 ON DISC
SDS TAPE TO M/D UTILITY: (New) Transfer tapes to M/D. NOW transfers very latest Pulsing and Countdown programs. FULL manual and FREE Disassembler. £7.99 on Tape; £9.95 on Cart.
SW1 TAPE TO WAFAD DRIVE UTILITY: Transfer PROTECTED tapes to Wafadrive. Handles Pulsing programs. Manual and FREE Disassembler. £7.95 on Tape.
SDS ADVANCED TAPE UTILITY: (New) Now will backup MOST tapes. Handles fast Loaders. LONG blocks, the VERY LATEST Pulsing & Countdown programs, FULL Mail-Load programs: £9.95
SPECTRUM MACHINE CODE COURSE: Full course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all FREE Disassembler AND Editor/Assembler. £20.00.
PLUS 3 DIARY AND FILING SYSTEM: (New) A complete diary/note pad filing system database for the +3. Features LARGE database with diary to 2089, also fast search and retrieval of data, and borhythms for 4 people. £12.95 on Disc
D81 +3 DISC BACKUP UTILITY: Backup +3 PROTECTED discs to DISC or TAPE. Easy to use. Handles Multi-Load programs. £12.95 on Disc.
ALSO AVAILABLE: SDS+ TAPE TO M/D, SDS TAPE TO OPUS DRIVE;
SLI SPEEDLOADER; CODE INVESTIGATOR - phone for more details.
MONEY BACK GUARANTEE - BUY WITH CONFIDENCE!
Send cheque/PO to "KOBRAHSOFT", DEPT CR, "Pleasant View", Hulme Lane, Hulme, Longton, Stoke-on-Trent, Staffs, ST3 5BH. (Overseas/Europe add 1 P-P PER ITEM, others 2). Send SAE (6"x5") for detailed Catalogue - mark envelope "ENQUIRY". We now stock entire range of Spectrum Commercial Software with huge savings. please send SAE or phone for catalogue.
For more information please phone 078 130 5244
Access, Visa welcome - please phone above number
get close, 7 days a week 9.00-5.00



SPECTRUM SUPPLIES

SPECTRUM POWER PACK	£9.95	SPECTRUM +3 POWER PACK	£39.95
SPECTRUM PLUS MEMBRANE	£12.95	SPECTRUM 48K MEMBRANE	£9.95
SPECTRUM COMP. DATACORDER	£19.95	KEMPSTON JOYSTICK INTERFACE	9.95
+3 CASSETTE LEAD	£4.95	+2/+3 JOYSTICK ADAPTOR	£4.95
QUICKSHOT II TURBO JOYSTICK	£9.95	DUSTCOVER (state machine)	

SPECTRUM PLUS 2 COMPUTER
(inc games + joystick) £119.95

SPECTRUM PLUS 3 COMPUTER
(inc games + joystick) £169.95



All items are new and complete with one-year warranty
Prices include VAT + P&P Cheque/PO to:



OMNIDALE C4
23 CURZON STREET, DERBY DE1 2ES. TEL: 0332 291219

WORD SEARCH

Dear Crash

I am writing in the hope that you may be able to help me out with one or two problems. Firstly, I hope you can advise me on a suitable word-processing software package, on disk, for my plus 3. I have all the necessary hardware, including printer and so the software is all I need. A reasonably basic package would be fine. Simon Pryde, Northumberland.

Simple — what you need is Tasword 3 from Tasman software on 0532 438301. Happy?

LM

FOUL!

Dear Sir,

Having spent a considerable amount of time and money developing Treble Champions, we were utterly appalled to read the totally unprofessional 'review' of the game in your September issue. We appreciate that in writing this letter we leave ourselves open to the charge that our complaints are nothing more than sour grapes, but we can assure you that this is NOT the case. Indeed, it is worth mentioning here that Treble Champions has already received two very favourable reviews from Sinclair User (77% Overall) and Your Commodore (88% Overall). In contrast to these reviews, it would appear that your reviewers have made no attempt to carry out a serious and professional evaluation of the game. To add insult to injury, you have even managed to get the price of the game wrong. The Press Release that accompanied your review copy clearly stated that the price was £9.95.

Can you imagine the effect your error will have on those readers who, despite your 'review', decide they would like to buy a copy of the game and then find that the retail price is £9.95 and not £7.95 as you have stated.

The fact that so much time and effort has gone into developing Treble Champions does not mean that we are entitled to a good review, but Treble Champions certainly deserves better than to be dismissed out of hand by your reviewers simply because they have decided that there are already enough football strategy games on the market; '...those kind people at Challenge Software seem to think you need a new football managing program...', and, 'Despite all this, with endless football management games on the Spectrum market, I don't see why Challenge Software thought we needed another'.

This last comment alone is a clear indication that your reviewers have made no attempt to approach the review with anything like an open mind.

By his own admission, Mike does not care for football strategy games,

'I have to admit to a bit of addictivity about football management games, or at least, six or seven years ago', but if he is quite incapable of putting his own personal likes and dislikes to one side when carrying out a professional assessment of a game, then perhaps he should allow someone else to do the review. It would appear that in addition to having to review 'another' football strategy game, Mike was also a bit peeved that the program was multi load. Are your reviewers reviewing games or loading procedures? Does it really matter if the game is multi load? How does this affect the quality of the game?

We don't know how much time your reviewers spent on Treble Champions, but if they had got as far as saving and loading a saved game (or even reading the instructions) they would have discovered that a saved game is NOT multi load. Bearing in mind that Treble Champions has 5 divisions, we think that even your reviewers will acknowledge that anyone playing the game will load a saved game far more frequently than the master tape. So, just how much of a problem is multi load? Mike also says that once the main program has loaded 'you wait for hours for it to get on with the rest'. Compare this comment with our note in the instructions where we explain that after loading the main program there will be a delay of approx. THREE AND A HALF MINUTES while the game initializes. Remember, this is a 'professional' review.

We now come to the most disgraceful comment in the 'review' where Mike says 'There are no special features to recommend it'. Any football enthusiast will have great difficulty in reconciling this remark with the list of features in Treble Champions that will not be found in other football management games.

It may come as a surprise to your reviewers, but there are thousands of people (including many of your readers and the thousands that have already purchased a copy of Treble Champions) that do not share their view that there are already enough football strategy games on the market and, by dismissing Treble Champions so lightly, they have let these people down, and they discredit the reputation of your magazine for serious professional reviews.

As previously stated, this is not a case of sour grapes, but a very genuine complaint which we hope will be treated with far more consideration than was given to the review of Treble Champions.

Incidentally, you may be interested to know that as a measure of our confidence in the quality of Treble Champions, we offered a money back guarantee to our mail order customers as part of a special promotion when we first released the game earlier this year. Our offer stated that if they did not agree that Treble Champions was now the 'No 1 Football League Simulation' they

could return it within seven days and obtain a full refund of their money. Mike and Nick will, no doubt, be astounded to learn that only 4% applied for a refund. A massive 96% were happy to keep the game. This was a remarkable endorsement of our game, particularly when you consider that Treble Champions includes a saved game and that our customers had a full seven days to evaluate the game. So you see, we know that Treble Champions is a far better game than your reviewers would have your readers believe. We have not written this letter in the hope or expectation that you will publish it, but if you wish to do so we have no objection, provided that you publish the complete letter. Having been associated with your magazine for over three years, we had expected a professional review of Treble Champions, and we shall be interested to hear your views on

the very genuine concerns expressed in this letter. Yours faithfully, R. Clayton, E & J Software

Well, what can we say? Nick and Mike admit to having played many games like this before, which may have coloured their view (just check out our budget section this month). Management games have been around a long time, and their feeling was that the implementation of this one was not staggeringly innovative. A point to consider is that given two days to review a game, simulations of this type can suffer from not being checked out in every detail. In the end CRASH must rely on the views of its reviewers. They're human, and complete objectivity is impossible. I'd be interested to hear from readers on this one: write in! LM

COMIC CONVERSION CAPERS

Pow, Biff, Zap, Kapow, holy licences, Batman (whoops sorry, they're DC Comics aren't they, silly me) - Covent Garden based software house The Edge have just announced the signing up of two of Marvel Comics' biggest licences. The first will be The Punisher, and will follow the story of one man's vigilante fight against organised crime after his family is murdered by the Mafia. Released initially on the 16-BIT computers to tie in with the movie now in production and starring musclemen Dolph Lundgren, the Punisher should see the light of day on the Spectrum in late December.

This will be followed shortly afterwards by The Uncanny X-Men. The Edge's boss Tim Langdell commented: 'We are very excited indeed about this new addition to our growing line-up of excellent 'classic'



characters', although the X-Men games (three are planned) will be based on the American cartoon series soon to be shown in Britain, rather than a film tie-in. But until She-Hulk signs up to play the Jolly Green Giant, make mine Marvel - 'Nuff said.

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)

* The ONLY pools program written by a GENUINE EXPERT who has been professionally employed as such by the leading pools company. He KNOWS how to help you win.

* The ONLY program dealing with football form that has its team rank ratings published in a national sporting magazine.

* The ONLY program to claim 50% MORE DRAWS than obtained by chance. FOOTBALL BOXFORM is not a gimmicky play thing but a serious statistical analysis of football form. Its sole objective is to improve the chances of winning on the pools or fixed odds and not other programs comes near to tackling the problem so thoroughly. Homes away and draws are shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Covers league and non-league clubs.

BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)

Two programs for the price of one. Easy to use and they never go out of date. All you need is a few minutes with a daily paper. BOXFORM weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas. HANDICAP WINNER shows the value for money bets. Hundreds of winners in handicaps this year at 25/1, 20/1, 15/1, 10/1, etc. SPECIAL PRICE of 24.95 (+ 2 for 3" disc) for all of the above programs. Why pay inflated prices? BOXOFF CLEVER and get the BEST Available on tape or disc for SPECTRUM, CMC C84/128, AMS CPC's, BBC B from:

BOXOFF (C),
65 Albans Meadow, Neston,
South Wirral, L64 8SQ

Credit card holders may phone 051-338-2668 (24 hrs)





THE CORK IS BACK!!!

He's back — back! Mark 'Corky' Caswell has returned to CRASH after a six issue break where he was stationed on the good ship TGM. But, like anyone with a bit of sense, he realised that the Atari ST and Amiga is no match whatsoever for the Speccy! Hurrah! But on a sadder note we've said tatty-bye to Mike 'The Mouse That Squeaked' Dunn. He's gone off to be a Systems Analyst for the Midlands Electricity Board. So next time you reckon your electricity bill is a bit high you know who to write to...

HELP! D'YA NEED SOMEBODY?!

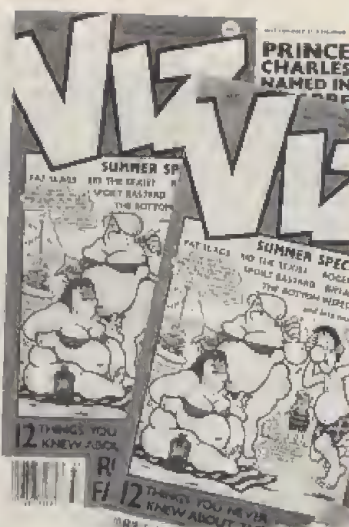
Know then, oh Prince, that between the years when the seas drank Atlantis, and Newsfield set up this wonderful computer magazine, much swearing and gnashing of teeth was heard. Why, because many of Britain's adventurers were well and truly stuck on their favourite adventure games. But verily, help was at hand from a friendly bunch of Trolls and Hob Goblins calling themselves the Guiding Light helpline.

It was created four years ago by a fair maiden named Jaqueline Wright who started on a small basis, but found her help was so invaluable to desperate adventurers, that six months ago she decided to rope her husband and their cat named Zork (!!) into the fun. The line is open from 12 noon to 8pm and they boast that they can help with over 300 adventures, the number is 0898-338-933, but remember to ask before you use the phone. If you don't, you may just find your parents will hire the services of a very unfriendly Orc to deal with you.

18 ■ CRASH OCTOBER

VIRGIN VIZ

"F'NARI Snurkle! Hello, viewers, Finbar Saunders (I've Double Entendres) here. I'm coming on your Speccy soon!! Gurckle! Snerrrr! In a new VIZ COMIC game from (flurpl! Glurerk!) Virgin (G'nukl). Anyone got a good POKE? (Snigger, phlurpl quack!!)"



THE MISTAKE FROM ATLANTIS

Whoops! Hideous mistake last issue, folks. You remember the Wordsquare From Atlantis compo? Yes? Well, due to Compo Minion being a complete ninny, he left out two words Aqua and Heart and then to prove his utter stupidity even further spelt Cerlus wrongly as Ceris. Bah!

So to make it fair to all we're holding the compo open for another month and now you don't need to find either Aqua or Heart but do search out Ceris. The draw for the 30 packs of Atlantis software now takes place on October 19, so entries by then please. Thank you.

DRAGONS

Again in an adventurous vein, US Gold are preparing to unleash their latest SSI product onto the computers of all you square-jawed hero types (and stop trying to hide behind the sofa). Dragons Of Flame is the latest instalment in the DragonLance saga. As usual there will be lots of nasty dragons, Orcs, Trolls etc to kill, as well as Elves to befriend, as the Draconians attempt to sweep across the land of Qualinesti (or so it says here). So watch out for a review when the game appears towards the end of November priced £9.99 cass, £14.99 disk. And remember, brave adventurers hit first and ask questions later, because all in the land of Qualinesti may not be as friendly as CRASH readers.

DO YOU WANT TO BE ON THE TELLY?

Imagine the scene, you are a space hero standing on the bridge of a space shuttle supervising the docking process of your craft with a huge bomb disguised as a ship. This bomb was sent to Earth by aliens intent on cleaning up the galaxy (a rather terminal way to do it), and it is even now deciding whether Earth deserves to survive (help mummy). The only thing that will help the human race to avoid going BOOM is if a hero type undergoes a series of challenges set by the aliens.

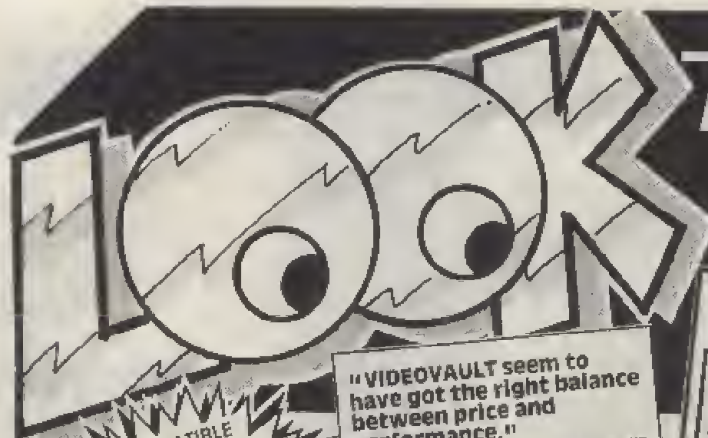
Sounds like a good plot for a computer game, doesn't it? Well it isn't. It is in fact the plot for a new TV series being planned by Broadsword Television Productions, the people who brought you the brilliant Nightmare. It will be transmitted on the new BS8 channel next year, but Broadsword are looking for contestants now. Teams of three people will be chosen, but candidates must be between the ages of 11 and 18 on the 1st January 1990. Think you can save the human race with your extreme cleverness? Write now for an application form to - Broadsword Television Productions, Anglia TV, Anglia House, Norwich, NR1 3JG.

MUSIC ON THE SAM COUPE!!

Who is this young chap tinkling away at the ivories, is he a famous pop star, is he a 'roadie' — trendy speak for long suffering chap who shifts tons of musical equipment for terribly important pop stars. (No you fool it's Speccy music maestro David Whittaker, he who composed such musical masterpieces as Platoon, Licence To Kill and Tetris).

Now MGT have contracted Mr Whittaker to produce music and sound effect software for the SAM Coupe computer. His SAM software will consist of machine code 'drivers' that use the SAA 1099 six channel synthesiser, converting data streams into sounds (no we don't know what that means either). Expect to hear lots more about this package when the SAM Coupe appears soon.





- A DISC DRIVE AND A PRINTER FOR YOUR SPECTRUM

AT A PRICE
YOU CAN AFFORD!

COMPATIBLE
WITH
48K * 128K * +2
SPECTRUMS
(Not compatible with the
+2A Black Model or +3)

"VIDEOVAULT seem to
have got the right balance
between price and
performance."

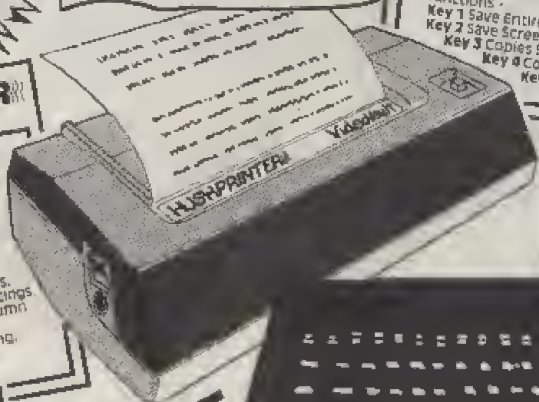
YOUR SINCLAIR

"REVITALISE YOUR CLIVE"

AUGUST SINCLAIR USER

THE HUSHPRINTER

- The Hush Printer Provides:-
- * 80 Characters per Second on 8.5 Thermal Paper
 - * 80 Columns of Normal 7 x 6 Matrix Characters
 - * 160 Characters of Condensed Characters
 - * 40 Columns of Expanded Characters
 - * Fully Dot Addressable Graphics
 - * Inverse Tabs, Various Line Spacings
 - * Fixed or Programmable Column Tabs
 - * Bi-or-Uni-Directional Printing
 - * Full ASCII and International Character Sets



THE "Clive Drive" INTERFACE

- * One interface to control 80 Column Printer and Disc Drive together or separately.
- * Fully compatible with 48K/128K/+2 Spectrums (not compatible with the +2A black model or +3).
- * No extra power supply required.
- * I.E.D. Indicator to show when in use
- * "KEYMASTER" back-up facility integrated into interface programmes from tape to disc. Simply press button to activate "KEYMASTER" back-up commands. Will back-up most software. Use Spectrum Number Keys for following functions:-
- Key 1 Save Entire Contents of RAM to Disc Drive
- Key 2 Save Screen to Disc Drive
- Key 3 Copies Screen to Printer (Normal Size)
- Key 4 Copies Screen to Printer (Double Size)
- Key 5 Software driven special function key
- Key 0 Return to Interrupted Program

INCLUDES
"KEYMASTER"
INSTANT
BACK-UPS
AT THE PRESS
OF A BUTTON

The complete
"Clive Drive"
including FREE tutorial disc,
skateboard game, paper and all leads
ready to use at a special offer price of

£149.95*
INCLUDING
VAT and P&P

SAVE £9.90 off the price
of separate items

REPLACE THE SLOW AND LOAD ERROR
PRONE CASSETTE WITH THE "CLIVE DRIVE"

- * BUILT IN POWER SUPPLY.
- * INEXPENSIVE MEDIA.
- * GIVES FASTER SAVE AND LOAD FACILITIES WITH VERIFY.

* RESPONDS TO ALL SPECTRUM
COMMANDS LIKE FORMAT, MERGE, CAT AND OTHERS.

YES IT'S REALLY TRUE, at long last the VideoVault is able to offer you a Printer & Disc Drive at a remarkable LOW PRICE, units can be purchased separately. Fully compatible with the Spectrum and +2.



VideoVault

LIMITED

Old Kingsmoor School, Railway Street,
Hadfield, Cheshire SK14 8AA.

Tel: 04574 66555/67761/69499 Fax No.: 04574 68946
Head Office and Access & Visa orders, queries.

TRADE &
OVERSEAS
ENQUIRIES
MOST
WELCOME

YOU CAN ALSO PURCHASE THE ITEMS SEPARATELY -

"Clive Drive"
ONLY
Requires Interface to run unit

£59.95
INCLUDING
VAT and P&P

HUSHPRINTER
ONLY
Requires Interface to run unit

£59.95
INCLUDING
VAT and P&P

INTERFACE ONLY
One interface to control 80 Column
Printer and Disc Drive together or
separately and includes the "KEYMASTER"
tape to disc back up facility

£39.95
INCLUDING
VAT and P&P

CHEQUES & P/ORDERS MADE PAYABLE TO LOGIC SALES LTD

**NOW YOU
CAN
LOAD-IT
WITH EASE!!!**

With an adjustable dohicky (ie: an adjustable alignment screw — Ed) to ensure correct lapa head alignment and flashing LED lights, this little gadget should reduce the amount of suicide attempts made by peeved Spectrum users. Prices we are assured will be very reasonable.



Remember the Knobbly Knees compo of issue 67? Ugh! What a sight that was. Out of the many entries that flooded the office, this pair are undoubtedly the very

These legs belong to Brian Hughes from West Lothian, who also has the country's worst taste in shorts. Luckily he was abroad in the south of France when he bared all. A goody bag on its way to Brian (and the name of a good plastic surgeon).

**GET
YOUR
LUVVERLY
JOBS
HERE!!**

Ever fancied yourself as a graphic artist? Well, two full time jobs are up for grabs at CodeMasters. The lucky applicants will be working on ST graphic development using digital video equipment (sounds fun). If you would like to apply, please write to Mark Baldock or Tim Miller at CodeMasters Software Co Ltd, PO Box 6, Southam, Warwickshire CV33 0SH. And still on the subject of Codemasters: they will soon be launching a new label called Cartoon Capers. The first two releases will be Wizard Willy and Dizzy II.

CLASSIFIED

[illegible]

Live Circuit

Multiplace bonanza just send £1 for more than 120 Multiplace pokas. Send SAE to: Bonanza Pokas, 28 Upton Road, Altherton, Manchester M29 6LN. Cheques/PO's c/o I. Gately above address.

128+2 Spectrum, joystick, Multifac 1, over £50 worth of mags and over £300 worth of games, all for just £320. Tel: (0874) 5128 only use code if you're out of Brecon district.

Spectrum +2 with joystick + six games. Sell for £25 or swap for Commodore computer. Write to P. Donnan, 16 Laburnum Grove, Stanniger DG8 0BU.

Spectrum 128, plus everything that you can think of. Microdrive plus cartridges, Multifaces, printer, light rifle, speech synthesizer, over £1000 of games, all over 90%. Crash 87-88. Ring for details (02404) 5580.

Spectrum with over £80 of software, 28 computer mags, mostly Crash's, slightly bust but working tape recorder, all leads supplied, joystick and Interface 2. Won't quit. £120 ono. Phone 0307 64888 and ask for Malcolm.

Sega for sale, 5 months old, 6 games inc. great games like Outrun, Thunder Blade, R-Type. Bargain at only £150. Phone (0382) 506027 for David or write to Adamson, 112 Fintyde, Dundee, Scotland DD4 9ER.

Spectrum +, light pen, joystick, all leads, manuals, interfaces, potatoes and heaps 'n' heaps of classic games. Worth £40,000.00 to me, but I'm dead so I'll sell it all for £130.95. Tel: 0278 419430, ask for Napoleon.

48K Spectrum+ (with new key membrane), over £530 of software, AMX mouse, data-recorder, 42 tapes from various magazines for free, all worth over £700, sell for £250. Buyer collects. Tel: (0942) 873011. P. Bricarich Drive, Howbridge, Atherton, Manchester M29 9PU.

Atari 520 STFM computer, one month old, £260 worth of software, all top titles, one mag drive, mouse, Advanced Art Studio, Pro Master Sampling, mags. Worth £970, will sell for £330. Tel: 061 775 7843 after 5.30pm.

Fully operational Speccy 128K +2, with 2 joysticks, wads of mags, squillions of games (Robocop, Cybernoid, In Crowd, Savage, yod name it), worth +£400. All worth +£700. For you, my son £199, Ring 0865 728908, for Tom, any time (have anaphone).

2 Spectrum computers for sale +2 and rubber keyed 48K, 2 joysticks, 2 interfaces, 28 mags, over £400's worth of software. Bargain at £300 ono, Phone Alastair after 6pm on Glos. (0452) 811 747.

Spectrum 128K +2 - superb condition, original box, manual, starter pack, 2 joysticks, Kempston interface and over £200 of software (could be sold separately), mags, demo's all for £115. Phone Gary on 0484 861120. BARGAIN!

Spectrum 128K +2, interface, joystick, joystick, dust cover, £700 worth of original games including Robocop, Afterburner, Operation Wolf, Microprose Soccer, 50+ magazines. Worth over £900, sell for £250 ono. Phone Stephen on Lincoln 0321 783619 after 5pm.

Spectrum + tape recorder, 200+ games, also Multifac, Sound Box, Snapshot II £100. Tel: 0255 220819 (Clacton-on-Sea).

128K +2, 78 mags, speech unit, printer + paper, books, £800+ games, inc. 8alman, Indiana Jones, Last Crusade, Forgotten Worlds, Genuine reason for sale. Worth £1000+, will accept £450 ono. Phone Lee on (0942) 656 19. Also swap to Atari 520 STFM.

Spectrum 128K with tape recorder, three port interface, Quickshot II joystick, magazines, manuals and over 80 games, many recent. Worth over £550, a bargain at just over £150. Phone 01 989 1911.

Bargain games for Spectrum 128/48K ranging from 50p to £5. For free list send SAE to David Cummings, 88 Chesham Crescent, Paulsgrove, Portsmouth, Hants. PO6 4ET.

Spectrum +3, hardly used since bought in January, boxed, joystick, tape leads, dust cover, few games. As new. Will sell for £150. Call (0227) 720210, ask for Andrew. Broadlands, Wenderton Lane, Wingham, Canterbury, Kent CT3 1EJ.

Crash collection for sale. All issues from 2 to 80, all in good condition. Offers to Nick, 0545 580671. Also software for sale - please ring for details.

Spectrum Plus Two, 15 months old, over £250 worth of games plus two joysticks £300. Atari 2600 games console, £80 worth games £100. 13 Park Road, West Wootton, Stourbridge, West Mids. Tel: Stourbridge 392017.

USER GROUPS

Utilities, programming help, graphics, info, home-grown software for the serious Spectrum user and more! Monthly on Disciple + D. Opus, microdrive, cassette. £2 your first issue of "Outlet"!! Ron Gavers, 805 Loughborough Road, Blisall, Leicester LE4 4NJ.

Music Machine owners join the Spectrum Music Group now. Quarterly free magazine filled with sam-

ples, articles, tips and reviews of supporting software. SAE to SMG, 18 Manorley Lane, Bradford BD6 2HF for free details.

FANZINES

FRENZY - NEW! Adventure and computer magazine September/October issue. Issue one - Excellent value!! Data-action adventures, comps, freights and more! Send 20p and SAE to 157 White House Road, Billingham, Cleveland TS22 5BQ - FRENZY!

Blast! Issue Two out now! News, reviews, previews, hints + tips! Tape provided. Free gift issue. Special menu feature. Send cheque/PO for £1 with SAE to Alex Pratt, Three Hepworth Drive, Mirfield, West Yorkshire WF14 0PT.

Pint of gold top and two banana yoghurts. Sorry! Thought it was a note for the mikemall issue 5 of RAD now on sale. Send £1 to Alex Hultala, 49 Rushmore Way, Rushden, Northants. NN10 9YB.

FREE! The latest issue of F.S.S. is available NOW. Send a cassette only for our tape based mag to 12 Barnside Road, Beaumont Leys, Leicester LE4 1AR. Features 30+ reviews, 80+ pages, screenshots, comparisons, tips + FREE games and lots, lots more!

MISCELLANEOUS

MEGAPRIX the PBM motor racing game. 30 teams, 65 drivers, 5 engine and tyre types. Complete in a full 16 race Grand Prix season. For more info SAE. Start-up £2, 50p per turn. M Sims, 76 Mount Road, Canterbury, Kent CT1 1YF.

"The Classics" horse racing PBM. Computer moderated results. All features of real racing. Group races, sellars, auctions. Race commentaries, trainers, championship. Fortnightly turns £1. SAE to Racing Games, 4 Oliver Close, Salisbury, Wiltshire SP2 8JQ.

"Knockout" Boxing - hell simulation - hell strategy! 1/2 points, 12 opponents, speech, joystick, great sound, great colour + graphics. Reviews: 70% C.C.C., 55% Sp. user, 8.5/10 - Oracle. Questionnaire overall like: 90%, 88%, 79%, 89% etc. A budget Smash from Vinsoft. Only £1.99!! V. Vity, 11 Willow Gr, Bare, Morecambe, Lancs.

"Grand Prix Riders" - as seen in Motor Cycle News - Oracle (vms 9/10). Spec User - "A most for strategy fans - 76%". Features include: graphical race, highlights, crashes, mechanics, weather, tactics, save/load games, loans, sponsors, news, practice... £2.99 V. Vity, 11 Willow Gr, Bare, Morecambe, Lancs.

"Spl-droid" excellent 3D scenario platform game! definable keys, joystick, excellent fast colourful graphics, aliens, Killer Bubbles, moving + disappearing platforms, secret passages, highly addictive, totally playable, loads of screens - much more - out now! Only £2.50! V. Vity, 11 Willow Gr, Bare, Morecambe, Lancs.

"T.A.G." Britain's fastest growing and best fanzine's now a tape mag! All the usual features: Issue 3 - up to date reviews, previews, pokes, news, features, PBM's, arcade, competitions, programming + more! Only 50p + stamp! V. Vity, T.A.G., 11 Willow Gr, Bare, Morecambe, Lancs. Issue 4 - November!

Soccer PBM starts October. Only £1 entry and 50p a match. Includes 5 leagues, 2 cups, transfers, injuries, manager approaches, etc. Write to Alex Crook, 7 Bucklands Balc, Nallasea, Bristol BS19 2PO or phone (0272) 858708 after 6pm.

EARN EXTRA CASH in the comfort of your own home with your micro. Ready-to-print publishing package available to Spectrum users. Send for FREE details from Dept L8, 8 Kings Road, Shephard, Loughborough, Leicestershire LE12 9HT.

"Betting Game" horse racing PBM. Exciting graphics, skillful, cash and trophy prizes. Contains all features of real National Hunt racing. Starter pack £3, turns £1.50. Fast Turnaround. M.J. Gibbard, 15 Broadwaters Avenue, Thame, OX9 0XD [D].

"Spudgies" - 48K/128K arcade game featuring worms, slime, eyeballs and a blob called Fodney PLUS free game "Onion", a horse racing simulation. Send £2 to: Jamie Round, Freesty Fruitfulb Shaw, 17 Craig-y-Don Road, Bangor, Gwynedd LL57 2BQ.

Football Poolmaster easily most accurate of its kind. Facilities include, predicta homes aways, draws, user friendly, screen dump to printer, analyses past team performances, easy profits. £6.99 on tape for Spectrums. A. Weston, 66 Measham Road, Appleby Magna DE12 7BN.

Pick 'n' Mix. Choose any 6 of the following programs for only £8.00 or all 12 for only £10.00. FREE hex package with every order - word processor, touch typing tutor, character designer, database, sound sampler, 64 column text, message scroller, 3 character sets, double height text, program head reader, interrupt driven clock, renumber program - Place send payment to: S.J. Howlett, 68 Bascara View Road, Clepe, Swansea SA8 7HL, Telephone (0792) 771915.

Megaprix 30 teams, 65 drivers, 5 tyre & 5 engine types. Full 16 race, real Grand Prix season. Start up £2, turns 50p. For more details send SAE to M. Sims, 76 Mount Road, Canterbury, Kent CT1 1YF.

Earn extra cash! Complete manual reveals how to earn £100 a week with your Spectrum. Step by step, easy to follow instructions £8.95!! D. Godson, Unit 38, 108 Westferry Road, London E14 6QB, 7 day money back guarantee.

Stop playing games use your computer to make money. Turn your hobby into a home based income. High earnings easily possible. Send SAE for free details to Westlink, 12 Hopetoun Drive, Haddington, East Lothian, Scotland EH41 3AP.

DON'T READ THIS! unless you want to be rich. Forget the rest, join the biggest and best, money making scheme going. For free information write to C. Taylor, 12 S.T. Pauls Road, Walton Highway, Wilsbeach, Cambs. PE14 7DN.

Unlimited earning potential from genuine mailing work with a guaranteed 50% commission. You could become rich too by sending a SAE for details to D. Ryan, 14 Old Court Road, Old Bawn, Tallaght, Dublin 24.

50 WARS. Brilliant PBM wargames. British Invasion, Wargames 3000 and two other PBM's. From £1 per month. Send 10p and a stamped SAE to: 50 Wars, 128 Womersley Road, Knottingley, W. Yorks. WF11 0DD. Teramex Solution - 50p.


Free! Free! Free! You look like an intelligent Man of a club. If you want some info about the plan that has made 1000's rich send SAE to 30 Church Street, Wingham, Cambs. CB4 5HT. Free! Free! Free!

Join POWER PUNCH, the greatest PBM ever. Start-up only £3. This includes FREE BINDER, FREE TURN, instruction leaflets and start-up pack. Each turn (fortnightly) costs 50p. BIG CASH PRIZES! Send to 25 Seallack Drive, Denny, Scotland FK8 5HE.

Page system database with graphics keys option. Pages can also be created for easy use inside your own basic programs 48/128K. Only £2.99 or £4 for details! M. Kinloch, 6/3 Drummond Street, Edinburgh EH8 9TU.

British Super League PBM. 50p per match. Includes cash prizes, cup matches, transfer market, match reports. Excellent value. For details send SAE to BSL, St Marys Lodge, Sidegate, Haddington, East Lothian, Scotland EH41 4BZ.

Great new soccer, snooker and golf PBMs. Only 50p per session. Large reductions if you play in 2 or 3 of these. Write now for free details to: Nikul Kuz, 8 Mayfield Close, Old Harlow, Essex CM17 0LLH.



Guiding Light

Adventure Helpline

HINTS TIPS REVIEWS
COMPETITIONS
WITH SOFTWARE PRIZES
OUR LIVE OPERATORS ARE
STANDING BY TO TAKE YOUR CALL
7 DAYS A WEEK AND EVENINGS

TELEPHONE:
0898 338 933

25p per min Off Peak
38p per min Peak Time

If you don't need us now,
think of the times you've needed help.
KEEP THIS NUMBER

British Computer Penpal Club

Head Office: - 6 Gadloch View, Gadloch, Glasgow, G66 5NS

START WRITING NOW!!!!

BORED ??? STILL AT SCHOOL ???

Have your own personal penpal!!!
Guaranteed 7 days delivery!!!
Only £2 per Penpal!!!
Just tell us: age of penpal; sex; Hobbies; Computer games; Type of computer; Number of penpals etc

And we'll do our best to match you up!... So join the many 1000's of penpals now!!!
Cheque/PO payable to: P. Mackenzie

COMPO WINNERS

Some brilliant T-shirt designs in the Encore, Encore, More, More, More Compo in Issue 67. The five winners who receive a bumper bundle - all 18 Encore games released and an Encore T-Shirt are: Russell Smith, Sheffield S8 0HJ. Richard Eggleshaw, Bristol BS10 6RH. Karl Bunyon, Lincoln LN3 5B8D. G White, Doncaster DN3 2LB. Dean Lowery, Co Durham DH2 2HG.

And the five runners-up who receive an Encore T-Shirt are: Sarah Pope, Leicester LE3 0UQ. James Shephard, Colchester CO6 1BJ. Lee Bryce, Keswick CA12 4JG. Peter Young, Lincs OL3 5EEG. Nick Lewis, Cardiff CF4 1SU.

More results next issue.

ARCADES • MOVIES • SPORTS



WE'VE GOT THEM ALL

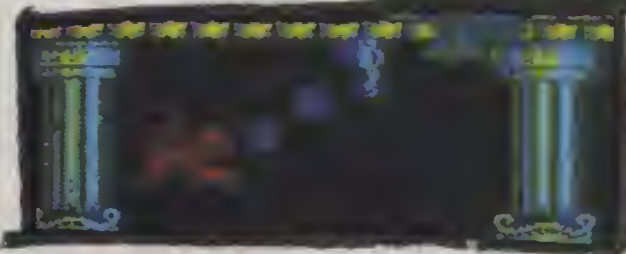
FOR SPECTRUM AMSTRAD COMMODORE

HIT NAMES • HIT GAMES
HIT SQUAD

PREVIEW

ALL SY

It's preview time again, and Richard Eddy has been out and about digging up any scrap of goodies to come for your delectation. It looks like great times ahead for game players, too. You'd better save up the pennies if you don't want to miss out! Over to Rich...



MYTH

Take a look at the screenshots of Myth — yes, they really are Speccy shots! They promise well for the latest game on its way from System 3 (not to be confused with Magnetic Scroll's Myth — reviewed last issue).

The action takes you through

mythological periods in time and all the hideous monsters in them. History has been mucked up by the devious God, Dameron, who has introduced these monsters into our history. And believe it or not, you're the one who has to travel back in time and sort the flaming mess out, before it plays havoc with history and the world we live in now!

Myth is built up of four different loads: the first sends you straight to Hell, where battles with the dead and eventually the Devil are unavoidably part of your mission. Survive that and you're into Greek mythology with Medusa, Hydra and their vicious cronies. Not much time to take in cultural aspects of civilisation! The third and fourth loads (if you can stomach it) send you further on in time to sort out the violent hassles of Roman and Viking myths.

Though Myth is essentially a leap around blasting platform game, System 3 are keen to promote the amount of depth in the plot created by collecting and using objects at the right time. They reckon Myth is a 'platform game with realism', that'll be a first! But it certainly looks smashing so far, so check it out on October release.



STEMS GO!

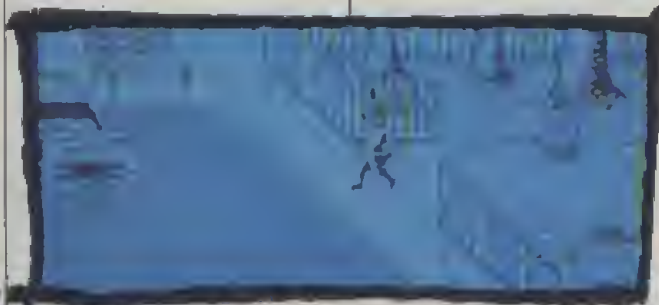
VENDETTA

Phew! System 3's game scenarios are always so incredibly involved. Try this one out for size: You're a commando (simple enough), and you've had a few scrapes with a terrorist organisation. You have a brother, he's a scientist, who has created an electronic device which could revolutionise the arms industry. Now then: The terrorist gang (the one you had a scrape with) want to get hold of the device. So they kidnap your brother's daughter (ie, you niece). Of course, your brother goes to rescue her, which is all they wanted anyway, and gets caught and held hostage, so you decide to rescue both of them and that's when the game starts!!!

So, down to business. Vendetta is a 3-D Ninja-esque game with lots of exploring to do and clues to follow up and solve. The objective is to find enough evidence to put the terrorist gang behind bars. To store evidence found you're equipped with a camera, so take snap shots of anything you find.

Vendetta's quest takes you

through many scenes such as a dockyard, an army base there's even a driving sequence similar to Roadblasters and the programmers are contemplating including a flight sequence too! Obviously, it'll be a multi-load... Still a long way to go on programming, Vendetta isn't likely to be seen on the streets 'till after Christmas.



WHO D'YA CALL (AGAIN)?

Ghostbusters II



Well really, you would have thought that the fab foursome would have had enough after the ectoplasmic nasties overran New York in the original film. But they're back again in this Foursfield (of Timescanner and Incredible Shrinking Sphere fame) programmed game, doing what they do best (ie shooting lots of ghosties with nasty great nuclear charged guns). Will it be as popular as the David Crane game released in 1984 and which is still riding pretty high in

the software charts? Go and see the film and buy the game when both appear in Britain in December, the game will be the standard Spectrum price, though we can't say how much the film would cost to buy. (Probably about 10 squillion, zillion pounds, I'll take seven! —Ed)



PREVIEW

CONVERTED VIOLENCE

Galaxy Force

Galaxy Force in the arcades is one of the most violent hydraulically controlled games around, but the smooth graphics and brilliant soundtrack make it a real winner. Now we have the Spectrum screenshots, and don't they look wonderful? The game involves piloting your very fast ship through paint scraping caverns and across barren planet surfaces, blasting seven bells out of the enemy. Programmed by Keith Berkhill, Galaxy Force will be available in early 1990 from Activision.



SAVE THAT PRINCESS!

Ghouls N' Ghosts

The next game to be released on the US Gold/Capcom label will be the excellent sequel to Ghosts N' Goblins titled Ghouls N' Ghosts. Set three years after the original, Arthur is now a King, though he still has to make an honest woman out of his loved one. Unfortunately he won't get the chance to do the right thing until the end of this game, 'cos the nasty old demon

who plagued poor old Arthur last time is back. And yet again the old leech is after his Princess. Programmed by Software Creations, Ghouls N' Ghosts takes us back to the days when Knights were bold and lots of nasty fire breathing dragons kidnapped beautiful Princesses. If you fancy a bit of the old chivalry, buy the game when it appears in November.



INTERNATIONAL DRUGS BUST:

This natty shoot 'em up is on its way from budget house Players Premier (£2.99). After a drugs gang kills your brother, you take the law into your own hands and grab a mega-

death machine gun and go berserk on the streets of LA, Paris and London. Doesn't sound original, but fans of Op Wolf should love this if it lives up to the action.



520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for details.

£399

INCLUDING VAT

With SM124 mono monitor: £498

With SC1224 colour monitor: £698

1Mb DISK DRIVE £450 OF SOFTWARE

ARCADE GAMES

Arkanoïd II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Karl Warlord	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrathlon	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Rockware	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Tast Drive	Electronic Arts	£24.95
Thrash	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Six	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97



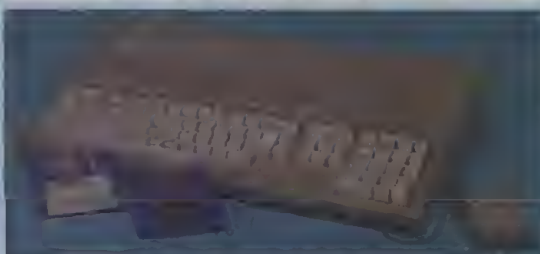
ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or brilliant presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct to the date of going to press 1988.

520ST-FM EXPLORER PACK

WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

ONLY £2.51 PER WEEK
BY PAYING £200 UP FRONT
+ VAT = £299

+ SM124 mono monitor: £398

+ SC1224 colour monitor: £598

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator). This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new Professional Pack from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This Professional Pack software will enable you to get straight down to business with your new computer. In addition to the software (worth £254.95), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for further information.



£499

INCLUDING VAT

With SM124 mono monitor: £598

With SC1224 colour monitor: £798

ATARI 1040ST-FM	(Computer)	£499.95
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.95

NORMAL RRP: £884.82

LESS DISCOUNT: - £385.82

PROFESSIONAL PACK PRICE: £499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as a lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA STs do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the Professional Pack software (worth £254.95) detailed above, plus the Silica ST Starter Kit (worth over £200), with Free Of Charge. Return the coupon for further details.

2Mb MEGA ST	4Mb MEGA ST
£899 inc. VAT	£1199 inc. VAT
* mono monitor = £398	* mono monitor = £1298
* colour monitor = £1198	* colour monitor = £1498



DTP PageStream £149 + VAT

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (VAT-£135) and, together with a 1040ST-FM and a Silica SP-1000 printer, you can be up and running with a complete system in less than 1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the DTP box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TWO FUNCTION
- AUTOMATED KERNING & JUSTIFICATION
- GROUPING OF OBJECTS

WHY SILICA SHOP?

Before you decide what to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require them. You purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers' requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: worth over £200, FREE with every Atari ST computer bought from Silica.
PROFESSIONAL PACK: five business software with 1040ST-FM and MEGA ST's bought from Silica.
DEDICATED SERVICE: 7 full-time Atari trained staff with years of experience on Atari servicing.
THE FULL STOCK RANGE: All of your Atari requirements from one place.
AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.
FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.
FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.
PRICE MATCH PROMISE: We will match competitors on a same product same price basis.
FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order)	01-309 1111
1-4 The Mews, Hatfield Road, Sidcup, Kent, DA14 4DX	
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm	
LONDON	01-580 4000
82 Tottenham Court Road, London, W1P 0BA	
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE	
LONDON	01-629 1234 ext. 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB	
OPEN: MON-SAT 9am - 5.00pm LATE NIGHT: THURSDAY 9am - 6pm	

To: Silica Shop Ltd QR 1089 1-4 The Mews, Hatfield Road, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode

Do you already own a computer if so, which one do you own?

DTP ☐

HALAMUS



The greatest journey is about to begin...

The Search for
Shakla

THEY

Nick's PLAYING TIPS

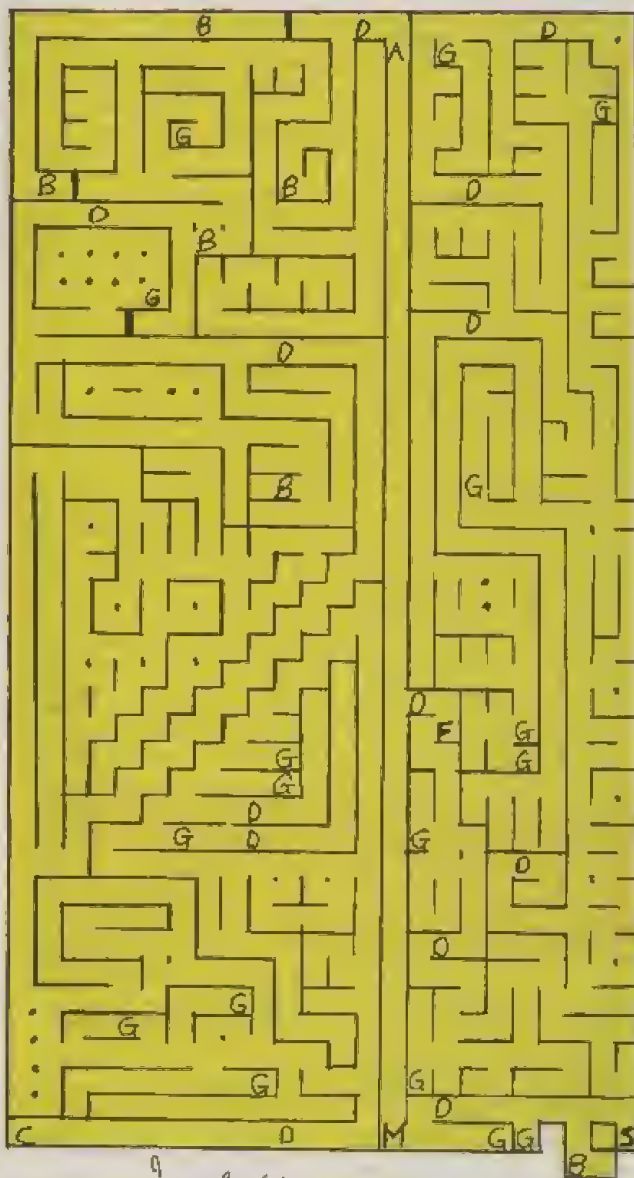
Compact Discs, what a rip off! Yes readers you heard me right. I mean, how much does the average CD cost these days? £10-£15 and about £4 for a CD single! Did you know that it only costs the company about a tenth of that to produce it. Even if some of the money goes to people like distributors that is still one hell of a profit! So come on all you record companies get your act together. If you lower the price of CDs more people will be able to enjoy the higher quality sound and you'll doubtlessly sell more of them.

Did you know that computer software also comes on Compact Disc? Would I lie to you? The Games Machine have had quite a bit of Atari ST software on CD. How long until we start to see Spectrum games on this new format? Well we probably won't unless they bring the price down. But it's a thought I suppose. (I have some top secret info on that very subject, details next month, probably —Ed)

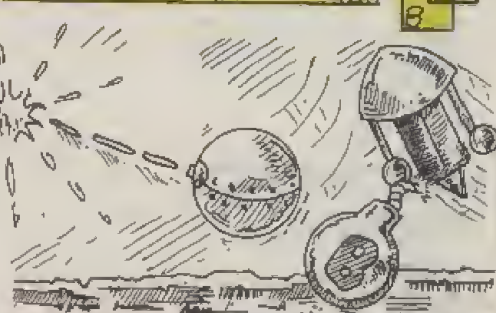
Enough of my thought provoking scribbles and on with this month's collection of cool cheats, tips and maps. Flashback reappears this month, and there are the complete solutions to Starglider 2 Nonterraqueous, Forgotten Worlds and Metabolis to name but a few. The £40 of software goes to Philip Donnelly of Newcastle-Upon-Tyne for his Starglider 2 tips. So off you go and try it all out.



NonTerraqueous THE MAP PART!



KEY:
S-START
F-FUEL
M-MISSILE
C-COMBAT
I-BARRIER
A-GAS
B-SWOP
G-BOMB
D-BARRIER



FORGOTTEN WORLDS

For a moment there I thought I'd forgotten to include these brilliant tips on the Smash game from US Gold, *Forgotten Worlds*. They've blasted their way into CRASH Towers from Mark 'Phillip' Schofield of Gordon Gophertown, no sorry Huddersfield.

Level One

Go to the top of the screen and hold down fire. The first few waves of aliens are harmless but worth valuable zennies. The lizards too are easily dealt with: Simply line up in front of them and hold down fire. Generally, the alien waves alternate between top and middle, but be prepared for the odd wave from behind. When the red dogs appear below, ignore them as they require numerous hits. Instead, just try to get out of the way of their fire. Wait for the second shop after the blue spiders.

In the shop collect the v-cannon and the booster. If you have enough zennies get the first aid kit and armour too.

In the gear area avoid shooting the pipes. Destroy the guns as they appear. The cogs also leave zennies when shot. When you reach the god shoot its mouth. That'll teach it to say ZZAPI is better than CRASH!

Level Two

Shoot the harmless aliens as

usual. Most of the lizards come from the front, but watch out for the occasional one from behind. When you are attacked from behind move up out of their line of fire and drop down behind them. However, when you've learnt the attack patterns you can simply rotate the gun around instead.

Watch out for the snakes and stay near the top of the screen. Generally they appear in quick succession so be warned.

At the shop get the extra life, the first aid kit and the armour if you can afford it.

From the shop it's a long way to the end of the level. Watch out for lizards that come from behind the gun emplacements below. When at last you reach the Dust Dragon, concentrate your fire on its heart while avoiding its fiery breath, its stinging tail and the lizards produced from its mouth!

Level Three

Up to the shop the opposition presents little trouble, with all but one wave of lizards coming from the front. At the shop get the booster, the first aid kit again and the armour if possible. Now your firing rate is really fast. After the shop you encounter quite a few waves of lizards from behind so be on the look out for scaly creatures!

When you reach the diagonally scrolling tunnel go to the bottom of the screen. Here you can avoid the cannon fire until you have dealt with the rest of the lizards. To destroy the large laser guns,

again attack them from below. With the v-cannon the guns that line the walls of the route to the god can be destroyed easily two at a time. However, watch out for more lizards from behind.

When you reach the God Of War avoid the massive hand and fire at his shoulders, eyes and nose to despatch him heavenward.

Level Four

Some new enemies appear here. The monks require multiple hits so try to destroy them as soon as possible rather than just avoiding their fire. They will build up, and you won't be able to control them otherwise.

The maggots are pretty easy targets, but provide useful zennies. At the shop get the extra life, first aid kit and armour. There are no more shops from now on, so don't bother collecting any more zennies.

As you progress through the forest try to avoid the clouds, as they block your fire. When you eventually reach the end of the level you meet old Bios himself. Surprisingly, he is quite small but infinitely more deadly (well aren't all small things? I mean look at Ronnie Corbett!). Contact with his wings rapidly reduces energy. Aim at his chest and try to avoid being trapped in a corner.

Destroy him and peace returns to your land once more. As for Bios, well it serves him right for trading his Spectrum for an Atari ST!!!

THUNDERBIRDS

Lady Penelope and the gang are back again this month with the solutions to levels three and four of this Grand Slam release. Robert Millington of Waterthorpe, Sheffield is responsible for his, there ain't no strings on him **Bank Job**

Lady Penelope - select clockwork mouse and snoozy sleep spray.
Parker - select stethoscope and dynamite. Select Lady Penelope, r, use spray on guard, u, r, r enter lift, r, select Parker, r, u, r, r enter lift, r, select Lady Penelope and move onto first drawer, select Parker and search the open drawer. Do this for all of the drawers until the key is found. Once found, drop the dynamite and pick it up, select Parker, enter lift, r, d, r, stand Parker in the middle of the lift entrance, select Lady Penelope, l, enter the lift, r, d, r, stand in front of the lift, when on floor one, select Parker and push the trolley, enter lift, go to floor four, select Lady Penelope, l, drop spray, get key, r, enter lift, go to floor six, l, use mouse to turn laser off, l, d, wait on other ladder, select Parker, l, h, l, h, d, d, wait for robot and make him chase you, r, d, Select Lady Penelope, d, l, l, l, d, d, d, drop mouse, l, get key, r, u, u Select Parker, d, arrange the switches as shown on diagram R, select Lady Penelope, arrange switches as shown in diagram L, select Parker, l, l, l, u, u, u, u, use stethoscope on safe, get key, d, d, d, d, r, r. Put both keys in the first two drawers at the right side of the safe, select Lady Penelope, r, put both keys in the first two drawers on the left of the safe, get documents, well done. Password for next mission is ANDERSON.

Countdown To Terror

Scott - select one pair of dark glasses and a tube of super glue.
Virgil - select one pair of dark glasses and a gun. R, r, drop glasses, drop glue, u, get piano key, l, move lamp on the left, get sheet music, r, d, use key on piano, get glasses, select Virgil, l, l, stand behind piano, select Scott, use music, get glue, stand behind piano, r, use glue. Wait for robot to get stuck, l, l, l, get limpet mine, r, r, r, d, r, select Virgil, r, r, d, r, use gun to shoot the three domes on the other side of the laser, r, u, r, r, r, d, l, d, r, d, r, move switch, select Scott, r, u, r, r, u, r, u, l, u, r, r, move switch, l, put limpet mine in panel, r, r, get film. Congratulations, the end of Level four and the end of the game!

FLASHBACK

Fwoor! What's that printed here? Is it one of those listing things we all read about in history books? According to a leading historian these POKE listings had to be printed in magazines before cover cassettes took over. Can you imagine having to type all that in! Well I hope you can because these are Skooldaze Flashback POKEs for James Mintram.

SKOOLDAZE

(Microsphere)
Originally printed in Issue 27.

10 CLEAR 65535
20 PRINT TAB 5;"START

SKOOLDAZE TAPE"; 15,0
30 LET T=0
40 FOR F=32972 TO 33085:
READ A: POKE F,A: LET T=T+A:
NEXT F
50 IF T<14253 THEN BEEP 1,0:
PRINT "ERROR": STOP
60 RANDOMIZE USR 1366
70 RANDOMIZE USR 1366
80 RANDOMIZE USR 30000
100 DATA 243, 062, 008, 211, 254
110 DATA 001, 023, 000, 217, 221
120 DATA 033, 255, 063, 017,
186
130 DATA 064, 049, 203, 129,
006
140 DATA 200, 205, 042, 129,
254
150 DATA 213, 048, 247, 205,
042
160 DATA 129, 046, 001, 205,
039

170 DATA 129, 254, 223, 063,
203
180 DATA 021, 006, 208, 048,
244
190 DATA 006, 210, 024, 000,
221
200 DATA 117, 000, 122, 179, 221
210 DATA 035, 027, 032, 228,
221
220 DATA 054, 066, 016, 024,
222
230 DATA 221, 124, 254, 129,
040
240 DATA 003, 221, 117, 204, 217
250 DATA 221, 009, 217, 027,
123
260 DATA 178, 032, 204, 062,
201
270 DATA 050, 192, 249, 195,
224
280 DATA 094, 205, 042, 129,
062
290 DATA 013, 061, 032, 253,
004
300 DATA 040, 140, 219, 254,
169
310 DATA 230, 064, 040, 246,
121
320 DATA 047, 079, 120, 201

ADVANCED SOCCER SIM.

If you are going mad over M.A.D.'s Advanced Soccer Simulator this information from Steven Porter of Angus in Scotland could be just up your street (or footballpitch).

It's best to buy 23 goalkeepers: if one is injured, the other two should be alright. You should also play 2 goalies in one match giving almost 100% in the bar graph before games. I buy roughly 5-6 defenders, playing nearly all of

them in 1 match. 3-4 midfielders should again be sufficient, playing 2 as with the goalies. 4-5 forwards is satisfactory, although 6 is better.

When purchasing players, try to buy ones with a status of 4-4 or 4-5, as their strength will rise faster than their skill. Players with a skill of 4 should be played often to make the skill become 5.

Before big games try to buy extras to use if normal players are injured, after big games you can sell them.

Try to leave the team with 19 players, so you can always see what's on offer in the transfer market. You never can tell what will be around!

NONTERRAQUEOUS

Why can't all games be called simple things like Blip or Spionk? I mean, I can't even pronounce Nonterr...thingy! It's a jolly good game though, and for those of you still stuck on it here is the complete solution from Katie Martin in Dartford.

Go up to the top of the screen, now left and dodge the white lasers. Keep going until you see a red cross, now go down and collect the bomb (I). Go up and keep going left until you see a force field. Drop the bomb (U), but don't go too near it, or you will blow yourself up. Keep going left and follow the screen down. Press I to get the psyche, then go right. Shoot the orange wall and get the bomb in the next room. Go back the way you came and go left past the yellow psyche bottle. Follow the shaft up and turn right (level 26), go right and use the bomb at the force field. Go right and follow the path round, then go left at a crossroad. Get the bomb and go back the same way, collecting the fuel as you pass (at level 27).

Now go down the shaft, and at the bottom you will turn into a rocket and go to level one. Go left and drop the bomb by the force field. Go left again and down until you see a left entrance. Get the psyche from the bottle. Go back out and keep going down until you reach the bottom of the screen. Go left until you come out into something like a 'T' junction. Go up and turn right at the top. Follow the path around. Go down the third hole where there are no silly little flying things too shoot. You then go left and keep going until

you reach a white psyche bottle, collect it. Go back out and carry on going down, follow the path until you come to a 'T' junction. Go up and follow the path around collecting the bomb at the end. Go back past the place you came out from and go right. Shoot down the orange wall keep on going left and use the bomb by the force field. Keep going left until you see an entrance on the right. Continue right until you come to a white psyche bottle, collect it and go up.

You should now go right until you reach a bomb, collect it and go back the way you came to the white bottle. Go back the way you came again, then down the shaft and right. Follow the path. Get the psyche in the yellow bottle. Keep on going right and use the bomb on the force field. You should now be at level 13. Carry on right and follow the path. You should now be going down some steep like things and should reach some lasers at level 30. Follow the path left and collect psyche from the yellow bottle. Go left and down until you come to a right turning with a white thing outside the entrance on the right. Keep going right until you come to a crossroads with a pink shield and a long green thing next to it. Go down then go right and collect the bomb. Go back out and up, then keep going right. Go down the shaft and follow the path around. Go down at the 'T' junction and turn left (you should now be at level 42). Keep going along the tunnel using the bomb on the force field at the end. You will find the computer.

LICENCE TO KILL

The name's Bond, Brooke Bond, and I would just love a cup of tea (so go and make one, Rich!). I was saying in the reviews last month how difficult Licence To Kill was, well for a mere mortal like me anyway. To the rescue came Nicholas Pirie from St Albans with this accumulation of admirable advice (woool).

Level One-Section One (helicopter/ground defences)

Shoot all the accessible bunkers. If you're flying fast (low) stick to the road, do not cross the fence. Even when you're flying high you can still crash into the ridges on the tall buildings.

Level One-Section Two (Bond on foot)

Get to know the firing method, it's easy to master and very useful when it has been(!). Use the fact that the upright oil drums explode after four hits to your advantage. Blow up a drum, and a sizeable amount of Sanchez's henchmen die if they are near it.

Level One-Section Three (Bond dangling from the helicopter)

This part of the game is incredibly simple. Just guide Bond above the Piper, and as soon as your sights come up (just above you) press fire. Don't worry about pressing it at the wrong time, you won't jump until you are over the helicopter.

STARGLIDER 2

CRASH - the magazine that keeps you ahead of the rest when it comes to solutions and tips on all the latest games: That space odyssey from last issue, Starglider 2 (written by the same person who wrote Virus if you want a useless fact!), has already been completed by Philip Donnelly of Newcastle-Upon-Tyne, so take it away Phil. And also take away £40 of software for being so speedy.

First the components for the Neutron Bomb:

1. Case of nuclear fuel - Found on the planet Aldos or carried by a pirate or tugtruck.
2. Flat diamond - Found lying on Vista's surface.
3. Asteroid - Found almost anywhere in space.
4. Cask of Vistan wine - Carried by pirates or tugtrucks.
5. Crate of castorbars - Carried by pirates, or can be traded for at the

Level Two-Section One

(dodging catamarans and divers)

At all costs stay out of the way of catamarans. If one of these runs over you you are dead (surprise, surprise!). Only dive if a bullet is going to hit you. If you come across any drugs packets (there are hundreds of them floating about) and you haven't got a harpoon gun, just stab a diver. Remember you can only stay underwater for as long as your oxygen holds out when you have to surface to refill. Once the seaplane appears, shoot your harpoon at one of its floats.

Level Two-Section Two (bare foot waterskiing)

Try and stick to one side of the seaplane, keep going to that side (but swing to avoid the rocks). You should be able to do this section straight off.

Level Three (tanker racing)

Accelerate to maximum speed then use short sharp taps on the down key to move down the screen (but do not decelerate). Get as far to one side as you can without sustaining damage. As the enemy tanker nears you, pull out and swerve to the other side of the road. Hold down the up key, and you'll overtake the tanker. Use the tank (rather than the cab) to smash into your opponent's cab. He will sustain damage and you will not. Ignore what the inlay says about Sanchez having stinger missiles, in the game he hasn't. The congratulations message reads '....' (he find out for yourself!).

depot on Castron. You must give them a petrified tree found on Enos. 6. Lump of mineral rock - Carried by pirates and tugtrucks, or can be found lying on Aldos. 7. Mini rocket - Found on Vista or Aldos. 8. Cluster of nodules - Can only be found on Dante. 9. Professor Halsen Taymar - Found on the Millway Moon Broadway (he's driving an Emma 2).

When you start the game, fly to Vista. You should find the flat diamond and the mini rocket lying there. Pick these up with the tractor beam and fly to Dante. Pick up the Nodules, then refuel by hovering over a volcano. Fly to Apogee and dock at the depot. Press the Y key so the scientists will build the bomb for you. Wait there until they have emptied your cargo bay. Next go to Enos, pick up a petrified tree and fly to Castron. Dock at the depot where you'll be given a crate of Castorbars in exchange for the tree plus four bouncing bombs. Fly to Apogee and shoot at pirates until you get two more bomb

components (e.g. nuclear fuel and wine). Give these items to the depot manager, refuel on the power lines. By now the Egrons will have built some projector bases. They always start with Broadway so go there first. The projector is always close to the solar energy converters. These are always at about 0000. Fly along the line they're on and you should see the projector; if not, go the other way. After destroying the base, dock at the depot to receive four lasers.

You'll be told the professor is out burning rubber in his Emma 2, so you need to pick an Emma 2. There are many of these, but the Professor's is always close to two tower blocks. You'll know you have the Professor because you'll receive a radio message from him. He'll give you the time warp cube, but it's no better than the laser you start with. Shoot any tugtrucks you find on the moons of Millway, these are space ships which fly quite high and tow a box. They often have bomb components. Try to get the mineral rock. After destroying some more projectors fly back to Apogee; on your way back you should see an asteroid, so pick it up. Drop off the Professor and the last of the bomb components at the depot. You'll get the message 'bomb under construction'. Refuel and fly straight for the phoney moon orbiting Q-Beta; when you get close you'll see a ring of small ships: these are mini sentinels and can only be destroyed by your pulse laser. There are eight of them, so you'll only be able to

destroy four of them at the moment. Return to Castron for refuelling plus some more bouncing bombs. Take out some more projectors and dock at a depot on one of the Millway moons. Get more lasers, return to Apogee and dock.

By this time the neutron bomb will have been built; also go to Castron for more bouncing bombs. Now let the Egrons start work on their space station, go to some Millway moons and knock out at least three projectors, go back to Apogee or Castron to get refuelled. Head straight for the fake moon. You will see the partly constructed space station. Don't fly too close because once you've fired the bomb you've got to put the pedal to the metal (what?). A little timer appears on the right of the screen. Speed away as soon as you've fired the bomb and activate the stardrive. If you're lucky you'll have outrun the shockwave, if not you'll be destroyed! If you blow the station, you see a picture from a spy satellite of it exploding and the Icarus flying towards you. You'll get a radio message and will have completed the game!

Hints and Tips

1. Save your game regularly. 2. All depots in the system have the same coordinates, they are all at 4000 or 4100. 3. The power lines on Apogee are at 2500. 4. The power lines on Castron are right beside the depot entrance. 5. Always knock out the projectors whenever possible, because the Egrons never stop rebuilding

METABOLIS

Solutions and tips on all the games cover mounted lately are just pouring in. Here's one example from Tim Colman of Torquay. Metabolis was on the cover of Issue 67, and Tim has sent in the complete solution.

From the start: Up, up, up, left, up, left, down, collect skull (boomerang), up, right, down, right, right, down, right, right, right, collect 15, bottom right, right, right, pills, bottom right, collect pillar, top right, down left, right, right, right, down, right, top right, left, left, left, down, left *, up, up, up left, up right, collect 15, down, bottom right, right, right, up left, up left, up.

You're now in the Serum Room: Try one of the jars. If it's the right one you'll turn into a man, and the picture of the bird should change. If you choose the wrong serum you'll be transported back to the room marked with a *. Simply follow the directions back to the serum room and try again. No matter which serum you choose you'll get all your life force back, but your heart rate will stay the same.

From the Serum Room: Down, right, bottom left, left, up, up left, down left, down, down, up right, right, right, right, down, left, up left, left, down, let glove hit you, up left, left, up, right.

You're now in the Wizard's Chamber: If the Wizard is there (flashing man wearing a hat) touch him. A beep will sound. You'll now be invincible to the Kremfins, and your heart problem will be cured. But BEWARE! You're not invincible to flames,

crushers, bubbles or sparks. If you don't find the Wizard, search the nearest rooms, he should turn up.

From the Wizard's Chamber: Left, down left, down, left, up, down left, left, down right, collect nuclear fuel, left, left, left, left, left, left, collect nuclear fuel, up, right, up, up right, right, right, down, right, collect 15, up, up, up right, up right, down, collect nuclear fuel, right, up, right, right, down right, right, down, right, up, collect nuclear fuel, down, down, down, down, down left, left, let glove hit you, collect pillar, left, down, left, up.

You are now in the Nuclear Reactor. Move up into the square below the reactor. A beep sound, and the timer will begin.

From the Nuclear Reactor: Down, right, up, collect 15, right, right, right, right, right, right, right, right, up right, up, up, up, left, up, left, up, left, left, down left, down left, down, left, up, up left, up left, down, down, left, up left, left, left, down, down, left, up left, collect pillar, down, down, down, right, down, left, right, right, down right, right, up, right, left, down, up right, up, up, collect 15, down, down, left, left, up, down left, right, right, right, up, up, down right, down right, right, down right, up, right, up, right, up left, up right, up right, up right, down, down, down left, up left, up right, up left, down, left, left, down.

You have now completed Metabolis.

Mini Tips:

Pillars: stop weights crushing (two crushes kill you). 15 signs: stop boxing gloves. Locks: stop portcullis. Syringes: stop Kremfins hurting you. Pills: stop heart beating for a short time.

CHEAT MODE MOTEL

Another delightful selection of cheats for you to get your chompers around! Included here is a rather strange cheat for Nonterraqueous and a red hot one for Red Heat. Enjoy!

Nonterraqueous

Go into basic and type in: INK 0: BORDER 0: PAPER 7: INVERSE 1: BRIGHT 1. Now press ENTER twice, then type LOAD "" to load up the game. The title screen will be a bit weird but the photon thrusters will have disappeared. (annoying the receptionist: William Hulme)

Red Heat

When you get knocked down, pull the joystick down so that you don't stand up and get hit straight away. (in the back bedroom: Trevor Strachen)

Silkworm

As the goose neck chopper comes onto the screen in bits, shoot the bit that looks like an aircraft canopy rapidly (it is situated behind the neck when the chopper is constructed). It will act as a smart bomb, destroying everything on screen and will leave bonuses behind (on the roof: Andrew Cooke)

KICK OFF

BLISTERING PACE PIXEL PERFECT
PASSING SUPERB TACTICAL PLAY

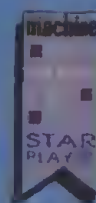
- Full 16 bit multi-directional scrolling pitch.
- Option to practice and learn ball control, take corners and practice penalties.
- One or two player option: 4 distinct tactics.
- League competition for 1 to 8 players. Load and Save league facility.
- Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.
- 9 types of Corner Kicks, Penalties, Yellow and Red Cards, 12 different Referees. Host of other features.

AVAILABLE ON

AMIGA	£19.95
ATARI ST	£19.95
CBM 64 Cass	£9.95
CBM 64 Disc	£14.95
IBM PC Comp.	£24.95
SPECTRUM Cass.	£9.95
SPECTRUM Disc.	£14.95
AMSTRAD Cass	£9.95
AMSTRAD Disc	£14.95



KICK OFF
SCORES WITH REVIEWERS



- CVG - OVERALL 88% - Most playable soccer simulation in binary history. Realism is the name of the game. HIGHLY RECOMMENDED.
- ZZAP - OVERALL 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
- AMIGA FORMAT - GOLD - OVERALL 91% - The best football game on the Amiga today.
- THE ONE - OVERALL 88% - The game is such a joy to play. By far the best to appear on 16 bit. It is all over bar the shouting.
- POPULAR COMPUTING WEEKLY - OVERALL 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
- THE ACE - A great football game that will have you queuing up for a season ticket.
- NEW COMPUTER EXPRESS - KICK OFF is simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
- THE GAMES MACHINE - OVERALL 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
- ST USER - OVERALL 9 - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulations yet.

PLAYING IT IS EASY-MASTERING IT WILL TAKE TIME-A LOT OF TIME



ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD,
DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA.
Telephone No.: 0322 92513/92518. FAX No.: 0322 933422.

Other branches — 309 Goldhawk Road, London W12 8EZ
18 Market Square, Leighton Buzzard, Beds
★ Unit 33/34, Rumford Shopping Hall, Romford
★ 675 Holloway Road, Archway, London N19
 (OPEN 7 DAYS 10 am-8 pm)



01 741 1222
01 995 3652
0525 371004

PRICE PROMISE
If you wish to purchase any product from our mail mail find that you can buy the same product cheaper from another mail order company. Simply enclose the lower amount, giving the name of the other company and where you saw the adverb. (It must be the current issue.) Price Promise discounts apply to other companies. **Special Offer!**

01-567 7621
Kutub Khana
Rajiv Gandhi

FANTASTIC OFFERS

	OUR PRICE	SAVING
3D POOL	5.50	3.49
4PS	6.99	3.00
AAARGH!	6.99	3.00
ACTION FIGHTER	6.99	3.00
ALTERED BEAST	7.99	2.00
BATMAN II	6.50	3.49
BLOODWYCH	0.99	3.00
CARRIER COMMAND (128K only)	9.99	5.00
CHUCK YEAGER'S ADVANCED		
FLIGHT TRAINER	7.50	1.49
CONTINENTAL CIRCUS	6.50	2.49
DOMINATOR	8.99	3.00
DOUBLE DRAGON	6.99	3.00
DRAGON NINJA	6.50	3.49
EMILY HUGHES INTERNATIONAL SOCCER	0.50	3.49
F16 COMBAT PILOT	10.50	4.49
FOOTBALL DIRECTOR II	13.99	6.00
FOOTBALL MANAGER II	5.99	4.00
FOOTBALL MANAGER II EXPANSION KIT	5.50	2.49
GEMINI WING	6.99	3.00
INDIANA JONES & THE LAST CRUSADE	8.50	2.49
JAWS	6.99	3.00
KENNY DALGLEISH SOCCER MANAGER	9.99	2.00
LAST DUEL	5.50	1.49
LICENCE TO KILL	0.99	2.00
MARTIE	6.99	3.00
MICROPROSE SOCCER	6.99	3.00
MUNCHERS (128K ONLY)	6.50	1.49
NAVY MOVES	7.99	2.00
NEW ZEALAND STORY	5.99	3.00
OBITERATOR	6.99	3.00
OPERATION WOLF	9.50	3.49
OUTRUN	7.50	1.49
OUTRUN EUROPA	7.50	1.49
PACMANIA	7.50	1.49
PARANOIA COMPLEX	7.99	2.00
PRO SOCCER	6.50	2.49
PURPLE SATURNDAYS	6.99	3.00
PROJECT STEALTH FIGHTER	6.99	3.00
RED HEAT	5.50	3.49
RENEGADE III	5.50	3.49
RICK DANGEROUS	6.99	3.00
ROBOCOP	6.50	3.49
RUN THE GAUNTLET	5.50	3.49
RUNNING MAN	5.50	2.49
STARGLIDER	6.99	3.00
STUNT CAR	6.99	3.00
SHINQBI	6.99	3.00
SILKWORM	6.99	3.00
SKATE OR DIE	6.99	3.00
STORM LORD	5.99	2.00
SUPER SCRAMBLE SIMULATOR	7.00	2.00
THUNDERBROS	8.99	4.00
TIME SCANNER	7.99	2.00
UNTOUCHABLES	6.99	3.00
VIGILANTE	7.50	1.49
VINDICATORS	0.99	3.00
WAR IN MIDDLE EARTH	6.50	3.49
WEC LE MANS	6.50	3.49
XENON	6.50	3.49
XTRDS	7.99	2.00

GHOSTBUSTERS	WAY OF THE EXPLODING FIST
FA CUP FOOTBALL	DAN BARE
AGENT X2	FORMULA ONE SIMULATOR
KANE	BRIAN JACK'S SUPERSTAR CHALL.
LA SWAT	TAU CEM
RAJA MADONSTER	LEBALL
ASMITIN	PARK PATROL
OMIE & LISA	THRUST
RICOCHET	HARVEY HEADBANGER
YOGA	WARRIORS

Only £8.99	Only £8.99
WORLD SERIES BASKETBALL - MATCH POINT - J.B. SLOAN & SNOOKER - PINO PING - HYPER SPEEDS - SLIPER SOCCER - 6 MEL BOATING BASKETBALL - DAVEY'S SUPER FISTO	MATCH DAYMEL - BOFFHAM - BASKET MASTER - TRAK & FIELD - SUPERHANG ON - W. PLAD & GOLF E OAVIS SNOOKER - WINTER DYMPLIM & PINO - SUPERHANG

Only £3.99

ADMIRAL JACK - COMMANDER •
TRANS UNIFORMS BOXING •
AIRWOLF

Only £4.99

BACKSTAMM • MINIBALL • BRIDGE
P301 • CHESS • CARD ARCADE •
DOMINOES • WORDSEARCH

Only £8.99
CAPTAIN BLOOD • S.O.I. •
DALE GUNN • CHALLENGE
INDICATORS • DENIER

THE UNKNOWN
Only £8.99

**WANDY • GRYZON •
BARBARIAN •**

CRAZY CARS • PREDATOR •

COMBAT SCHOOL • PLATOON •
A night on the edge

BEST OF BRITAIN II
Only £4.50

PAPERBOY • BATTLESHIP •

GHOST • GUNNERS •
BOMB JACK N

Only £8.99
RASTA • FLYING SHARK
• ARKANOID • ARKANOID II •
SLIP HINT • BUBBLE BOBBLE •
ARKANOID • RENEGADE •
LEGION OF KINGS

SPECTACULAR
Only £8.99
WORLD CHAMPIONS • FOOTBALL
MANAGER • HANDBALL • ARKANOID •
PETER BRASCOFF • SPACE
SHOOTER

Only \$4.99

SENTINEL •
STARGLIDER •
ACE II •
ELITE • TETRUS

Only \$2.99

EXTOLON - DYNAMITE MAN &
ALIENS (U.S.) • EAGLE ON U •
INTO THE EAGLE'S NEST

Only \$3.99

DARK SCIMITAR, TANZAN, MEGA
IMAGI SCISS, MAGNETUM, TRAZ,
MYSTERY OF THE NIGHT NINJA
HAMSTER, CATCH 23, FROSTMAN
GLAM 2

Muncher, Ski Jumper, Basket Ball, Frogger, Brankun, Crusher, Star Trek, Martini, Boggles, Alien Attack, Lunni Lander, White Star, Microtrap, Waterway, Laboratory, Skittles, Race Track, Star Trek, Punks, Solar Ship, Tim, Pine, Cars, Stomper, Pin Ball, Cavern, Laser, Astma, Cargo, The Race, The Scull, Orbit, Bowls, Raiders, Field, Draggoid, Space Search, Inferno, NIH, Voyagers, Swamp Pad, Fishes, Fishing Mission, Cool Diamond, Galaxy Defence, Cyclone Jet Mobile, Barrel Game, Attack, Space Mission.

10 FOOT CAMP	2.50	7.49
ARKANOID II	2.99	8.00
ARMAGEDDON MAN	2.99	10.00
BARBARIAN	2.99	7.99
BARBARIAN II	3.99	6.00
COMBAT ZONE + SPECTRUM CHESS II	0.50	7.49
COMBAT SCHOOL	3.99	5.00
CAPTAIN BLOOD	2.99	7.00
CAPTAIN BLOOD (+ 3 DISK)	3.99	11.00
CYBERNOID	2.50	8.49
DAMNED FOREST	0.50	2.40
DRAWER	3.99	11.00
EMPIRE STRIKES BACK	2.99	7.00
FERNANDEZ MUST DIE	2.50	7.49
FOOTBALL MANAGER II	5.50	4.49
FORCE (THE)	0.99	9.00
FOURTH PROTOCOL	3.99	9.00
GAUNTLET - DEEPEN DUNGEONS	4.99	0.00
GRYSOR	2.99	5.00
HARDBALL	0.50	3.49
HEARTLAND	1.99	8.00
I. BOTHAMS TEST M. + SUPERFILE 729K	0.50	8.49
KENSHU	0.50	2.49
KRYPTON FACTOR + BLOCKBUSTERS +		
EVERY SECOND COUNTS	4.99	8.00
LAST NINJA II	5.99	7.00
MAURAUER	2.99	6.00
MEANSTREAK	1.99	8.00
MIKEY MOUSE	2.50	7.49
MS. PACMAN	0.50	8.49
PITFALL	0.50	8.40
PLATOON	1.99	9.00
POLE POSITION	0.50	3.49
PRODIGY	1.99	7.99
PROFESSIONAL ADVENTURE WRITING		
SYSTEM (P.A.W.S)	17.99	5.00
QUIL	2.99	15.99
QUIL & ILLUSTRATOR	3.99	24.00
RASTAN	2.99	5.00
RENEGADE	2.99	5.00
RETURN OF THE JEDI	2.99	7.00
ROY OF THE ROWERS	2.50	9.49
SCRABBLE DELUX	4.50	9.00
SIDEWALK	1.99	7.00
SKATE CRAZY	2.99	0.00
STAR WARS	2.99	7.00
SYDNEY AFFAIR	1.99	7.00
TETRIS	1.99	7.00
THE REALM	0.50	2.49
THE SOLD A MILLION (4 GREAT GAMES)	3.99	8.00
TOY BIZZARE	0.50	8.49
VALKYRIE 17	1.99	8.00
WHERE TIME STANDS STILL (128K ONLY)	3.99	4.00
WIZBALL	3.99	4.00
ZENJI	0.50	0.49

BATMAN	2.99	✓
CRAZY CARS II	2.99	✓
DALEY'S SUPERTEST (12BK)	0.50	✓
INTERNATIONAL MATCHDAY (12BK)	0.60	✓
LEADERBOARD	2.99	✓
MIAMI VICE	2.99	✓
NEVER ENDING STORY	0.50	✓

Amount

50 page catalogue @ 50p	
* Personal callers only	Total enclosed £

Total enclosed £

Tel. No. _____

Please make cheques or postal orders payable to **Bargain Software**
Orders under £5 please add 50p per tape. P&P: Over £5 P&P is FREE. Europe please add £1.00 per tape.
Elsewhere please add £1.50 extra per tape **These are mail order prices only.**



HOLY FAKE BATMAN T-SHIRTS, IT'S POKEMANIA!

Yes, you lucky readers, there is another fantastic Pokemania program on the cover cassette this month from that master of hacking, Graham 'TURBO' Mason. So what games have been slightly altered (sounds much better than hacked to bits!) this month? Well, have a butchers at this list...

Hundra
Mr Wino
Dominator
Heartbroken
Robocop
Licence To Kill
Aaargh!
Power Boat Simulator
Indiana Jones and the
Last Crusade
The New Zealand Story

Cor! What a lot of games, and all for little you. To get one of these

brilliant POKES to work you'll have to scroll the list up or down using the Q and A keys. When you have the one you want flashing, press SPACE to select it. The menu for this POKE will come up, and the rest is obvious. Have fun.



We're off to see the wizard... Well actually I'm not, I'm off home to see what's going on in Home And Away. Do you watch that? You should it's much better than Neighbours (No it's bloody not -Ed). If you find time in between watching soap operas to write to me then send your letter to this address: NICK 'Lambykins' ROBERTS, PLAYING TIPS, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Bye till next time.

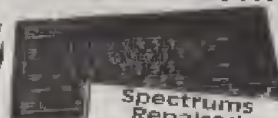
24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £24.95



Commodore Repaired



Spectrum Repaired

BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your repair?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only £24.95 (Spectrum 16K/48K and Plus models only). We also have a 'while you wait' department (please call for an appointment) for same day repairs. Commodore 64 computers repaired for only £40.00 including VAT & P+P (Power supplies and Tape Recorders excluded). Please note we give you a 100% low fixed price of £24.95 which includes return post and packing plus VAT. Don't forget we are Amstrad authorised for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul, included in the price. We check sound, loading, memory, colour and ear/mike sockets to make sure your computer will give you years of service.

We now have available a Disc Drive and Printer System for the Spectrum call us for details.

VideoVault Ltd.
Send your computer to - VideoVault Ltd., Railway Street, Hatfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499. Main Office: enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only

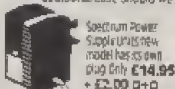
FAX No. 04574 68946

© COPYRIGHT VIDEOVAULT NO. 987082

TEN ★ REPAIR SERVICE

- Mail order repairs (Spectrum and Spectrum +1 only) £24.95. Spectrum +2 £40.00. Commodore 64 £40.00. Including parts, labour and P+P (Power supplies and Tape Recorders extra).
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- While you wait repairs (C64, 65, 16 Spectrum and Spectrum +1, Spectrum +2 repairs) £40.00. Commodore 64 £40.00. (Replacement Tape Recorders and Power supplies are at an additional charge).
- Spare parts available by mail order or over the counter.
- Six top games worth £30.00 free with every Spectrum repair. Now includes FREE memory & keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16's, 4, Spectrum +2 and +1.
- The most up to date test equipment developed by us (exclusive sales) within your computer.
- Over 6 years of service in computers.
- 3 month warranty subject to our terms of trading which are available on request (just send £1.99 towards the extra warranty by us is additional to any other rights you already have).

If should a computer be classed as unrepairable due to tampering we may be able to offer a replacement circuit board at additional cost, should we be unable to repair your computer due to tampering there will be a charge of £10.00 (less).



Spectrum Power Supply Unit (new model) has ss with plug only £14.95 + £2.00 p+p



Commodore 64 Power Supply Unit only £35.00 + £2.00 p+p



Replacement Keyboard (Memorex) Spectrum 48K £9.95 + £2.00 p+p
Spectrum - £16.95 + £2.00 p+p

VideoVault

Now over 6 years, repairing home micro's throughout the world, 1st class service and fast turnaround. All computers are soak tested before return.

URGENT NOTICE Don't be misled by adverts showing 'between prices'. A recent complaint against a Manchester repair firm 'Mancomp' was upheld by the Advertising Standards Authority on two counts. "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION
EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 5,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 5 x 10p stamps for your free copy. Over 24 pages full of cool quality products delivered to your door by return post.

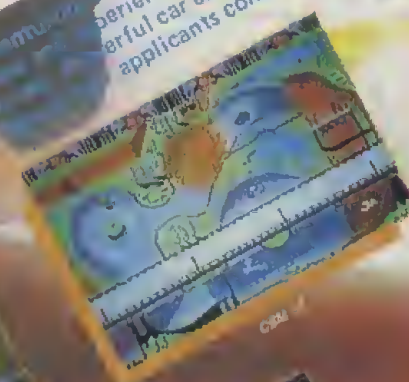


6 GREAT FREE GAMES PLUS BONUS KEYBOARD MEMORY TEST
FREE TESTER ON EACH TAPE TO TEST YOUR £39.00

RALLY CROSS

Challenge

A FOUR-WHEEL
PLAY
SIMULATION



AMIGA - ATARI ST £19.95
IBM AT/XT
(CGA/EGA/VGA) £24.95
CBM 64 - SPECTRUM
AMSTRAD - MSX
Cassette £9.95
Disc £14.95



ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD,
DART FORD, KENT.
Telephone No.: 0322 92513/92518.
Mail Order by Cheque, Postal Order, ACCESS or VISA.
FAX No.: 0322 93422.

COMPETITION

FIVE PORSCHE TARGAS MUST BE WON!!

Get in the hot seat of one of the world's fastest cars as Accolade take you for a top speed trip in a Porsche! It's just one of the cars featured in rip-roaring road-racing game The Duel: Test Drive II, a demo of which you'll find on this month's Power Tape!

The Duel puts you behind the wheel of a Ferrari F40 or a Porsche 959, two of the fastest production cars ever, rocketing down highways as dangerous as the cars themselves.

With head-to-head racing at 200 mph down desert straightways and over mountainous terrains you've gotta be fast to out run the cops when they catch up with you (if you haven't picked them up on the car's radar already), and have enough driving skill to accelerate your way through the oncoming traffic! And don't forget to top up your gas at the nearest station or you will be in trouble next

time you're on the autobahn!

It's just so good Accolade couldn't resist giving away FIVE Porsches in this fall compo. The cars in question are not, unfortunately, the real thing but are still pretty wonderful. They are best selling radio controlled models (twentieth scale) of the black Porsche Targa, and come complete with the control unit.

To be in with a chance of winning, put on your Due thinking caps and have ago at completing this word grid from the clues provided. Each word should fit in the squares provided and we've filled in a letter from each word which, surprise!, reads vertically as Porsche Targa.

When you've sussed it all out, cut out the form and send it to VERY FAST CAR COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Entries here by October 19, and follow the compo rules or we'll pull your spark plugs out (ouch!).

C O P S

M O U N T A I N

A C C E L E R A T E

D E S E R T

A C C O L A D E

A U T O B A H N

F E R R A R I

S T A T I O N

R A D I O

T E S T D R I V E

E N G I N E

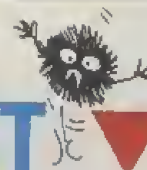
P O R S C H E

CLUES

1. American name for Policemen
2. A land mass higher than a hill, just one of the terrains in The Duel
3. To increase speed
4. Dry, sandy terrain
5. The publishers of The Duel
6. German for motorway
7. Not the Porsche, the other car
8. Out of fuel - pull Into the Gas
9. The prize Porsche is what controlled?
10. What II — The Duel?
11. The Ferrari F40 has a twin-turbo, V-8 what?
12. Device for locating objects by emitting a high-frequency signal and analysing the returned signal



HYPERMARKET



ORDER FORM

MY COMPUTER IS:

CODE	ITEM	PRICE

The software discount table may only be applied to recommended retail prices as seen in the ads of this magazine, not on OFFER prices shown within the CRASH HYPERMARKET pages. No other discounts may be applied.

SUBTOTAL

£

POWER TAPE BACK NUMBERS £1.50 (Inclusive P&P)

Overseas, please add £0.80

SPECIAL QUANTITY DISCOUNT:

Order 4 and only pay for 3!!

Complete games on cassette:

Issue 65: Microaut One, Mooncrest, Dizzy, Wanted Monty Male

Issue 66: Quondam, One Man & His Droid, Robot Messiah, Whole New Ball Game

Issue 67: Melabols, Nontet@queous, Mountains of Ket, Ultimate Warrior

Issue 68: Rockman, Kel II: Temple of Vran, Super Sleuth, Sceptre of Bagdad

Circle Issues required:

65 66 67 68

BACK NUMBER ORDER TOTAL

£

ORDER TOTAL

£

Name

Name

Address

Postcode

Please make cheques/postal orders payable to CRASH. It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for: £

☐ I wish to pay by VISA/ACCESS (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT by: £

My account No. is:

Expiry Date Signature

SEND THIS FORM TO:

CRASH HYPERMARKET, PO BOX 20
LUDLOW, SHROPSHIRE SY8 1DB

Lick yer lips, go clickety clix, here's the mix so take your pick of the six at jolly cheap prices too!
Haw haw!(Less frivolity, please! Ed)

SAVE UP TO £3.00!

CONTINENTAL CIRCUS

Virgin

cass £7.99 (RRP £9.99)

disk £11.99 (RRP £14.99)

SAVE UP TO £4.00!

IRON LORD Ubisoft

cass £11.99 (RRP £14.99)

disk £15.99 (RRP £19.99)

SAVE UP TO £3.00!

PASSING SHOT Image

Works

cass £7.99 (RRP £9.99)

disk £11.99 (RRP £14.99)

SAVE UP TO £3.00!

MR HELI Firebird

cass £7.99 (RRP £9.99)

disk £11.99 (RRP £14.99)

SAVE UP TO £2.55!

STRIDER US Gold

cass £7.24 (RRP £8.99)

disk £10.44 (RRP £12.99)

SAVE UP TO £3.00!

SHINOBI Virgin

cass £7.99 (RRP £9.99)

disk £11.99 (RRP £14.99)

**A SMASHING
SUBS DEAL!
A FREE COPY
OF
CONTINENTAL
CIRCUS
WHEN YOU
SUBSCRIBE
TO CRASH
FOR A YEAR!!!**

SEND IN YOUR COUPON TODAY!!

If you're already a subber and don't need to resubscribe, you can still get hold of Continental Circus (cass) for only £6.00 — a saving of nearly £4.00!!

It's the brilliant Continental Circus we're GIVING AWAY when you subscribe to 12 issues of CRASH for only £16!!! (UK mainland) You'll get:
12 issues of CRASH delivered straight to your door
Covermounted Power Tapes featuring full games, Pokemonia and demos galore!!
Continental Circus (cass) FREE!

How to order

Apart from our highly recommended games list, you can order any game released by the major software houses to date on cassette, disk or cartridge.
The offer prices on our games list include a generous discount and are inclusive of Post Class postage.
If you wish to order a game not included in the list, please use the following Special Offer discount table to calculate your Offer price from the recommended retail price quoted on the software houses adverts.

SPECIAL OFFER DISCOUNT TABLE		
RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
9.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

Remember, apply the discounts to RRP prices only, not to our discounted Offer prices quoted on this page! Don't forget to indicate which computer you own and whether you require the software in cassette, disk or cartridge form.
Similarly, don't forget to indicate game format size for T-shirts.

Prices valid for UK/Eire/Europe only. For Overseas orders please add \$2.00 per item for Air Mail delivery.

Not all listed or advertised products will have been released at press time. Goods will be despatched as soon as possible. Customers will be informed of any long delays.

Please ring (0984) 5620 for release dates!

BUDGET SPECIAL OFFER!

Order any four games in the £31.99 range and pay for three (£8.97 payment total - a saving of \$1.99!!)

Order any four games in the £32.99 range and pay for three (£8.97 payment total) - a saving of \$2.99!!

I want to subscribe to 12 issues of CRASH and receive my FREE game.
If I've already got a CRASH sub, and it's running out soon I extend it for a further 12 issues — and still get my free game.
I am a current subber but would still like Continental Circus for £6.00!!

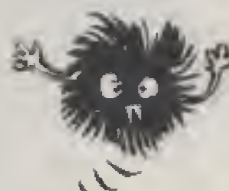
Please tick the appropriate box:

- ☐ I enclose £16.00 for a new CRASH subscription mainland UK
- ☐ I enclose £25.00 for a new CRASH subscription outside mainland UK - surface mail
- ☐ I enclose £38.00 for a new CRASH subscription outside Europe - Air mail
- ☐ I enclose £6.00 for my subbers copy of Continental Circus

☐ I am a new subscriber

☐ I am an existing subscriber. My subscription number is

Please extend my subscription starting with issue No:



EARLY WARNING:

If you wish to start your new sub with issue 70, we need your coupon no later than 30th September 1989.

Please allow 28 days for the delivery of your free game

FREE! TENSTAR PACK WORTH OVER £229!



FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



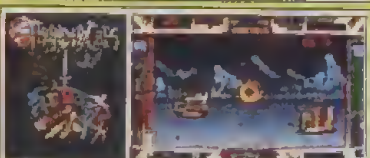
FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psychosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

Commodore AMIGA



ONLY
£3.34
PER
WEEK
BY THE CASH
ON DELIVERY

£346.95

+VAT
£399
INCLUDES
FREE UK
DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. EAOE

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully where you buy it. There are MANY companies who can offer you a computer, a few peripherals and the red inn selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the widest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers' requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you.

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors' offers on a same product same price basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE:	£399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE:	£649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power value for money computer we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 shipped alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an intuitive too-do-cash, used by home computer artists. You can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230 absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles to the value of £230 each individually packaged in its own casing with instructions.	
Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
TenStar Pack	£229.50
Thundercats	£24.95
Wizball	£24.95
TOTAL RRP:	£229.50

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, fill in a form. We'll be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our London branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order)	01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX	
OPEN: MON-SAT 9am - 5.30pm	LATE NIGHT: THURSDAY 9am - 1pm
LONDON	01-580 4000
52 Tottenham Court Road, London, W1P 0SA	
OPEN: MON-SAT 9.30am - 8.00pm	LATE NIGHT: NONE
LONDON	01-629 1234 ext 3914
Selfridges 1st floor, Oxford Street, London, W1A 1AB	
OPEN: MON-SAT 9am - 6.00pm	LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd CR 1089 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms. Initials. Surname

Address.

Postcode.

Do you already own a computer?
If so, which one do you own?



Virgin/The Sales
Curve/Teque
■ £8.99/£14.99

Continental Circus was covered in the Arcade Action section back in October 1988, and now here's the chance to enjoy all the thrills and spills of racing without needing pockets full of 10ps. Of course the coin-op had impressive 3-D glasses stuck on the front of it, and unfortunately the computer version's done away with this luxury.

To succeed in Continental Circus you have to complete each of the race tracks and cross the finish line well up in the ranking. You start off in Brazil where you must finish in the top 60 to go on to the USA. Get in the top 60 here to go on to Japan and so on.

This gets a little tricky later on when you're expected to finish in the top three! Good driving skills are essential if

CONTINENTAL Circus



PASSING SHOT

Image Works/Teque
■ £9.99 cass,
£14.99 disk

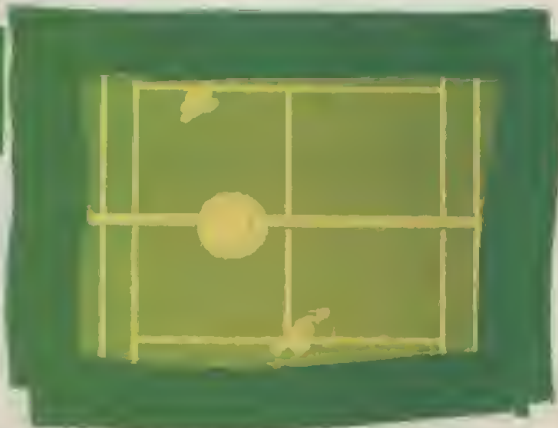
The ball was in! Yes, just as you thought you'd heard the last of tennis for this year Image Works release Passing Shot. This conversion of a Sega coin-op recreates all

the thrills and spills of that well known lawn game. The only thing it doesn't have is the strawberries and cream (yum!).

The first decision to make once the game has loaded is select which of the four world events you would like to compete in. They range from the easiest — France,

to the hardest — England. Each event is shown as a map of the country involved. You have the choice of playing the game one player against the computer, two players against each other or two players in a doubles match against two computer players, so every taste should be catered for. There are two

MARK Hey man, the ball was in! You could see the chalk dust!! Oh sorry, just getting into character... Wimbledon finished a fair while ago, but the software companies still insist on releasing these tennis games. The sprites, decked out in their natty sports togs, move around the screen very well, and the computer opponent certainly gives you a good run for your money. I've never seen the Sega original of this game, but tennis coin-ops are a bit of a rarity (I've not heard of that many); and judging by Passing Shot on the Spectrum there should be more. **85%**





MARK I love the arcade game with its huge 3-D glasses and comfortable sit down cabinet. Even without these extras this version offers a damn good racing game. Especially impressive are the neat little graphical and sonic touches that liven it up, as when passing a rival car hearing its engine sound approach and then recede into the distance. Varied weather, much screaming round bends at breakneck speed and the thrill of winning make Continental Circus well worth forking out for. **93%**

you want to do well, but conditions are not on your side. Some of the levels are graced with rain pouring down on to the track causing much slipping and sliding to and fro (or that could have been my driving!).

Collisions with other cars in the race are not immediately fatal as in other simulations. In Continental Circus the car starts to smoke, and a sign comes up telling you to enter the pits. If you don't do that soon, the car catches fire and explodes. BOOM! one char-grilled driver!

All the sprites in Continental Circus are excellent. It's somewhat reminiscent of WEC Le Mans. They include girls in skimpy swim suits running onto screen holding up cards and waving flags (hwoor!). The screen is split into two

monochrome colours, with just a touch of red coming onto the car when it is on fire.

The hills, bends and perspective have all been excellently programmed, giving you the feeling of being thrown around every corner. Music and effects are also of a very high standard. Continental Circus was a fantastic arcade machine and it has now been brought onto your computer with hardly any loss of addictiveness and playability. Jump into a Formula One car and have some real tyre screeching fun.

NICK 86%

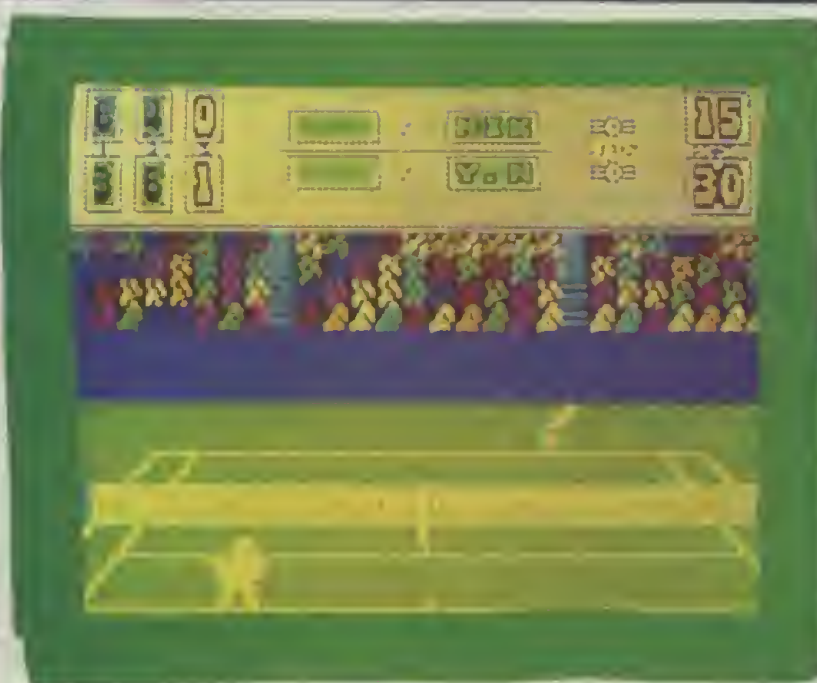
Incredibly playable and very well programmed race 'em up!

PRESENTATION	88%	RATING
GRAPHICS	85%	
SOUND	88%	
PLAYABILITY	89%	
ADDICTIVITY	89%	
OVERALL	90%	

view points in the game, spectator level for service and an aerial view for rallies, so the player can keep up with the action all the time.

Most tennis games I've seen on the Spectrum before don't give the player a choice of stroke, which makes them hard to play and low in addictiveness. Passing Shot is different. Depending on which direction you push the joystick, you get one of four strokes - flat, slice, topspin and lob. The wide variety of strokes are no help if you are rubbish at tennis like me though, the computer trashes me everytime!

Graphics in Passing Shot have been kept very close to the arcade originals, with detailed close ups of each player, 3-D courts and a strange sun type thing that pops up after every game and pulls faces! Strange. Colour is monochrome in the play areas with the odd bit of colour in the border to spruce it up. Music



fans among you will be glad there is a tune in the game; the only trouble is it plays all the time (aaargh!). Of course, the normal rules of tennis apply with you being required to reach six games to win the set.

Passing Shot is one of the best tennis simulations going, whether you're a fan of the lawn game or hooked on the arcade machine, this is for you.

NICK 84%

A well programmed and very playable tennis game cum simulation

PRESENTATION	82%	RATING
GRAPHICS	82%	
SOUND	79%	
PLAYABILITY	81%	
ADDICTIVITY	82%	
OVERALL	85%	

DATTEL ELECTRONICS

SPECIAL VALUE PACK



DCP MICRO MANAGERS

ADDRESS MANAGER

- ▼ Store up to 350 names, addresses & phone numbers.
- ▼ Find just what you want easily - multi-indexing.
- ▼ Label printing routine - full screen editing.

FINANCE MANAGER

- ▼ A superb yet simple program that allows you to keep your finances in order.
- ▼ From household to small business this is your answer.

STOCK MANAGER

- ▼ Ideal for the small business - up to 600 lines.
- ▼ Produce invoices, sales totals, price lists, etc. easily with this simple to use program - stock management has never been so easy!

ALL THREE ONLY
£14.99 (All Microdrive compatible)



DCP TOOLKITS

MASTER TOOLKIT

- ▼ Add a whole range of powerful new commands to the existing Spectrum Basic.
- ▼ Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- ▼ A real must for the programming beginner.

EDITOR ASSEMBLER

- ▼ If you are writing Machine Code as just exploring your Spectrum then this is for you.
- ▼ Full 280 instruction set supporter.
- ▼ Too many features to list.

MACHINE CODE TESTER

- ▼ The ultimate professional tutor / do-bugger
- ▼ This program was written to help the beginner to explore the world of machine code programming.
- ▼ Fits in memory alongside the editor assembler program.

ALL THREE ONLY
£14.99 (All Microdrive compatible)



WITH FREE SUPERSPRINT GAME!!

- ▼ The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- ▼ The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- ▼ Through port allows for other add-ons.

QuickShot II

VALUE PACK

- ▼ Built in reset switch & power protector.
- ▼ Allows simultaneous two player option for dual games (inc. free Supersprint).
- ▼ Works with any standard 9 pin joystick including auto fire types.
- ▼ The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- ▼ Four action cups on the base facilitate one hand operation.

ONLY £22.99 COMPLETE
(WHILE STOCKS LAST)
RAM TURBO INTERFACE AVAILABLE
SEPARATELY **ONLY £14.99**

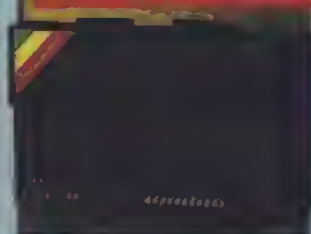
JOYSTICK INTERFACE

- ▼ Full Kempston compatibility.
- ▼ Works with most any program.
- ▼ Superbly styled case - fits snugly into your Spectrum.
- ▼ Accepts any 9 pin type joystick, including rapid fire models.

ONLY £6.99

**COMPLETE WITH
QUICKSHOT II ONLY £13.99**

DUAL PORT JOYSTICK INTERFACE



- ▼ Full compatibility with Kempston & cursor.
- ▼ Two sockets to accept any 9 pin joysticks.
- ▼ Supports rapid fire models.
- ▼ Allows two player simultaneous control.

ONLY £8.99
**COMPLETE WITH
QUICKSHOT II ONLY £15.99**

CABLES ETC.

+3 CASSETTE ADAPTOR

- ▼ Allows you to connect a cassette recorder to your +3.

ONLY £3.49

REPLACEMENT TV LEAD

ONLY £3.49

REPLACEMENT CASSETTE LEADS

- ▼ For 48/128/+2.

ONLY £3.49

+2 JOYSTICK ADAPTOR

- ▼ Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

ONLY £2.99

56 WAY EXTENSION

- ▼ Allows you to distance peripherals from your computer, 6" long.

ONLY £8.99

TWO WAY EXTENSION

- ▼ Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99

RAMPRINT

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- ▼ Works with most any fullsize Centronics printer.
- ▼ Huge range of printer driver options for maximum compatibility.
- ▼ Software on ROM - just power up & go!
- ▼ Even has built-in joystick interface (Kempston).
- ▼ Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

- ▼ Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in! Just power up & type.
- ▼ Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!



DATTEL ELECTRONICS

**MIDI
COMPATIBLE**

music machine

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create very interesting effects.
- Various sampled sounds are provided to get you going.
- The Music Machine can be used as a drum machine - eight drum sounds are provided, but you can easily produce more of your own.
- The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.
- It's a two voice music/sound synth.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- No other product can offer so much in one unit - it's the total solution!!

ONLY £49.99



THREE CHANNEL SOUND SYNTHESISER

- Allows you to create an infinite range of synthesised sounds over 8 octaves.
- Explosions, zaps, whistles, etc.
- 3 channels of tone &/or white noise.
- Comes complete with it's own 4" pod mounted speaker - volume control - cassette software.
- Even acts as a "Beep" booster to amplify the sounds from your games for added realism.

ONLY £19.99



Not only a fully Kempston compatible joystick interface - but also boosts the sound from your games & delivers it through your television speaker.

Fully controllable from a whisper to a roar.

Ideal for early Spectrums with only a "Beep".

Accepts any 8 pin joystick.

ONLY £10.99

COMPLETE WITH
QUICKSHOT II **ONLY £17.99**



SPEECH SYNTHESISER

- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Creates words & sentences easily.
- Can be used to create sound effects.
- Complete with software on cassette.
- Through bus connector for other add-ons.

ONLY £19.99



PARALLEL/ CENTRONICS PRINTER INTERFACE

- Now you can connect most full size parallel printers to your Spectrum.
- Fully reprogrammable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Taword, Dazpac, etc.
- 11bit, 11print supported. 11Ries screen dump (Epson).
- Comes complete with printer cable - no more to buy.

ONLY £19.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292
		UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324



Lightwriter™

- Just plug in & draw circles, rectangles, squares & freehand drawings.
- Choose inks, papers, erase, fill, etc.
- Fully menu driven.
- Very easy to use - all functions selected from on-screen instructions.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screens created with your Lightpen.
- Animate several screens in memory.
- Plugs neatly into rear of Spectrum.
- Comes complete ready to go.

ONLY £15.99

IRON LORD

UbiSoft/Ashminster Computing

■ £14.99 cass,
£19.99 disk

It's the Middle Ages: After many years fighting in the Holy Wars, the Iron Lord returns home to France. But,

nom de dieu! Things are not what they were! His father, the king, is dead. Murdered by his evil uncle, who now rules through fear and torture a land of misery. Parbleux! The Iron Lord decides it is time for a

better world! An army must be raised and the evil uncle despatched forthwith!

Iron Lord is an arcade adventure played from a beautifully realised overhead view of the land with roads,

hamlets, towns and castle. Mounted on his trusty steed, Iron Lord rides from location to location, which on arrival is shown in more detail ready for exploration. The land is populated, of course, and

meeting and communicating with the locals is the name of the game: some will trade information, others will provide items essential to your mission (the odd weapon would not go amiss).



Mister Heli

Firebird/Probe Software ■ £9.99 cass, £14.99 disk

The Muddy is a strange name for a mad scientist, but we know these loopy scientific types are more concerned with world domination than the stupid names their parents lumber them with. And rest assured, Mr Muddy is yer typical nasty dominating type: he and his cronies have set about making life very miserable for a planet full of very peaceful inhabitants.

But fear not, in most stories like this a hero saves the day. Cue whirr of rotor blades and the arrival of a man-'copter called Mr Heli, who is a member of the Cosmic Hell Patrol sworn to help poor defenceless

civilians and kick the crap out of the bad guys.

It's all set on a mainly horizontal scrolling planet (although the odd vertical drop

has to be made), where gun emplacements, helicopters and strange creatures that look like sentient guns hassle the player. But Mr Heli has a few weapons up his sleeve: he starts with forward and upward firing missiles and bombs. But by destroying certain parts of the scenery crystals are uncovered, and by collecting them a fair amount of dosh can be accumulated.

Once enough of the folding stuff is collected, 'shops' can be visited and such wonderful goodies as extra energy, homing missiles and extra bombs purchased. And you certainly need every weapon

NICK Yet another game with a helicopter, but this time it isn't from CodeMasters (see the Budget section if you don't understand). Mr Heli follows that age old format of shoot through first section, defeat end of level nasty, go on to next section. But there are a few new things on offer: all the blocks in the levels can be shot to reveal icons that give extra fire power and points to help you along your way. The screen scrolls in every direction, changing when the computer feels like it, forcing you to follow suit or get killed by an on coming wall! All the graphics seem very chunky and awkward to move around: Mr Heli looks like an imperfect conversion from another computer. A nice tune plays throughout though. A good, fun shoot 'em up, even if the graphics could've been better. **80%**

you can lay your hands on, 'cos the Mudders (as the hostile denizens are known) stop at nothing to destroy the planet and everyone on it (including you).

Prolonged contact with these xenophobic creatures or their bullets isn't advised, because Mr Heli will run out of go juice and lose one of his five lives. And once you reach the end of the current level don't think that's it, because as with all 'kick the crap out of ravening alien' type games the obligatory end of level nasty rears his ugly head.

Hopefully you'll have collected loadsadosh by then, so every available weapon can be brought to bear on the despicable swine. Once he's dead, Mr Heli's quest to destroy The Muddy continues on the next level (cue stirring martial

music). Probe have produced some good games in their time, and Mr Heli despite slightly jerky scrolling and blobby sprites is rather playable.

This game is no pushover: Mudders are a lethal bunch. Not the best shoot 'em up I've ever seen, but not the worst either.

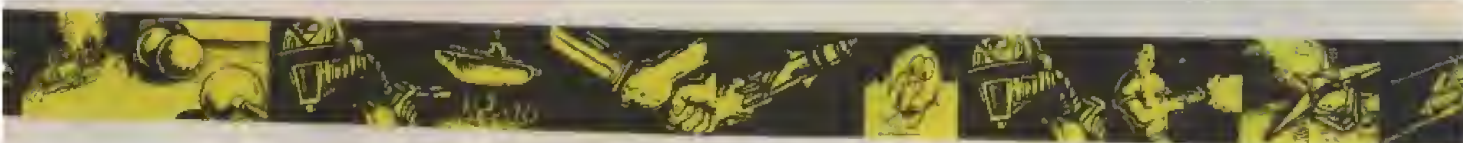
MARK 71%



An initially playable shoot 'em up that may lack long term interest.

PRESENTATION	77%
GRAPHICS	71%
SOUND	73%
PLAYABILITY	62%
ADDICTIVITY	74%
OVERALL	76%

RATING



First of all he must win the support of the people: by completing skill testing arcade sequences, like archery, arm wrestling, dice games and sword fighting.

Archery finds the brave Knight on the firing range twanging great arrows at a

target, of which there are five. Icons on screen bottom allow him to increase and decrease shot strength, and alter angle of aim. Wind speed and direction (changing constantly) are found here too. Just to make life difficult, the targets keep moving as well. No easy task to get a hit!

Arm wrestling and dice throwing in the taverns are also similarly controlled, with neat graphics of opponents adding atmosphere, and joystick waggling physical exercise! Unfriendly knights are a hazard, and only clever swordplay and nifty footwork will save Iron Lord.

Once he has raised an army, it's time for our hero to turn his attention to the home castle. Enscathed on the top of the tower Iron Lord directs the climactic battle with his uncle's army. Turns of aggressive action are taken, and depending on the strength of the forces, the vile despot will hopefully be beaten.

But even then the fight is not



yet quite won. The uncle flees for his life into a mazelike

labyrinth and turns into a demon (!) in one last attempt to

NICK IronLord looks good, but sadly falls short of expectations due to the fact that only a couple of things can be done in each town on the first level, okay — there are the arcade sections archery, gambling etc. But things would have been livened up a bit if there were a few more tasks to perform, or more people to visit. If you ever dreamed of becoming a Knight on a white charger take a look at IronLord anyway. 65%

destroy Iron Lord. Whether he does or not is entirely upto how nifty you are on you pins. Both adventure and joystick wielding junkies are well catered for in Iron Lord, and Ubisoft haven't done too badly in attempting an 'epic' type game. Sadly what at first glance seems to be a pane of great depth, reveals rather less body than one would like. Graphically it's great with a nice mixture of monochromatic and colourful sprites. Pity.

MARK 72%

A brave attempt to produce an epic that looks good, but sadly lacks long term interest.

PRESENTATION	85%
GRAPHICS	72%
SOUND	62%
PLAYABILITY	61%
ADDICTIVITY	60%
OVERALL	69%

RATING



HISTORY IN THE MAKING

Release Date: 25th October



STRIDER

Capcom/US
Gold/Tiertex ■
£9.99 cass, £14.99
disk

Straight from the arcades comes one acrobatic hero's attempt to rid the world of Lord Eurasia and his evil minions: Strider Hiryu is his name, and the year is 2048. The first of five increasingly testing levels has him dropping from a hanglider type craft onto the rooftops of Moscow to face vicious guards, laser spitting domes and powerful robots.

Strider's only protection is a laser sword and his uncanny ability to leap where mere

mortals fear to tread, but as he hacks and slashes his way through the enemy bonuses are collected: extra energy, weapon power-ups and remote guardians.

Just as well. The end of level horror looms, where Strider finds himself in a chamber full of officials. Not very sinister, until they leap out of their seats and all join together to form a huge caterpillar creature!

On level two Strider is in the Russian Steppes attacked by dogs, until he enters a large underground complex to be faced by a huge robotic gorilla, more death and mayhem in the

large power station (well that's what it looks like to us). Strider moves ever upwards through a hell of parachute bombs and skeletons of helicopters to a floating ship to fight off guards, ballet dancers (!) and gun turrets and reach level three's lush jungle.

Time for boomerang throwing wild women, jumping piranha fish and a couple of very nasty dinosaurs. The end of level nasty here is a big (and we mean BIG) laser spitting robot dinosaur.

Battleship Bairog must be taken out next. Cue more mayhem, and onto level five

and Lord Eurasia himself.

Strider (originally titled Falcon) in the arcades is great, and the Speccy version is every bit as good. The graphics are monochromatic, but they don't half shift. The speed with which Mr Hiryu slices the

meanies to shreds while performing a double backflip has to be seen. Sound is only a few effects, but this doesn't detract from the sheer playability.

MARK 91%

NICK I first saw this when I was nosing around in The Games Machine offices. It was on the Atari ST and it looked quite good. It was when I tried to play it and found out about the impossible control system that I suddenly went off it. This version is just the same (except for the graphics and sound), that terrible control system is still there. Using a joystick is extremely annoying: if you push to the left and just tap the up direction, the character does a stupid leap onto the thing you are trying to kill instead of tip toeing left. The sprites are average and the monochrome doesn't help them much. As for sound, all I could hear was a stupid slurp effect when I fired! Strider doesn't hold anything new, but if you think you can stand the controls and are up to an arcade shoot 'em up, take a look.

62%

Mixed opinions, but should appeal to arcadesters who enjoy buckling their swash

PRESENTATION	76%
GRAPHICS	75%
SOUND	56%
PLAYABILITY	78%
ADDICTIVITY	78%
OVERALL	77%

RATING

SHINOBI

Virgin
Mastertronic/Binary
Designs ■ £9.99
cass, £14.99 disk

Ninjas again? Yep, but this time it's Ninja Magic! And you're a young Ninja type called Joe Musashi who's invited back to his Ninja school as special guest at the annual graduation ceremony.

Having bored everyone stiff with your speech, you are just about to hand out the prizes when in a puff of smoke Bwah Foo appears!

Who? Well, like yourself he's an illustrious graduate of the Ninja school, but has turned to the Dark Ways. And before you know it, Bwah zapps you with a holding magic spell! He then makes off with all the young graduates to hold for ransom. The ultimatum is simple: pay up all the dosh in the school, or it's curtains for the kids!

When the magic wears off you know it's your duty to save them.

Strapping on your sharp sword and picking up a plentiful supply of shiriken stars, you trail Bwah to his lair. Five missions, each split into three or four stages stand between you and the final confrontation with Bwah. The danger element is provided by hordes of his henchmen, some armed with shiriken, some with swords, and the occasional gunslinger.

As you battle through each section, you find children sitting on the ground: walk up to them, and your Ninja Magic will transport them back to their parents. Virtue is well rewarded with bonus weapons for rescued kids. Weapons are

NICK Where have you heard this before... 'Enjoy frantic oriental action in this Ninja beat-em-up'. Well, there are quite a few games I could mention that start like that. So much for originality. Shinobi is a conversion of an arcade machine, and as I've never heard of it before I can't say how good a conversion it is. Loading up the game doesn't impress too much to begin with. Whatever happened to those brilliant full colour loading screens that built up in all sorts of weird and wonderful ways? Shinobi just has a variously shaded cyan screen, yuck! But what about the game? Basically, it's Double Dragon with a few extra obstacles stuck on the ground to jump over. You have to be really careful and go slow, otherwise you wouldn't stand a chance. Shinobi is highly unoriginal, but if you're in to beat 'em ups you may find something to keep you occupied here.

67%

limited, so don't run out of them at the wrong time.

You do have your Ninja Magic, one blast per level, which like a smart bomb knocks out all adversaries on screen, but it is best saved for end of level big battles. They're tough, and even the magic blast does not kill them outright. But it helps.

Bonus screens appear at the end of completed levels, with your hands in the foreground. Lob sharp shiriken stars at evil Ninjas for extra points as they zip 'shooting gallery' style across the screen.

The main sprite didn't impress me a great deal, he looks and moves more like a lame Bruce Lee than a dashing Ninja. But ignoring the slightly ludicrous hero the game is really rather good, with an

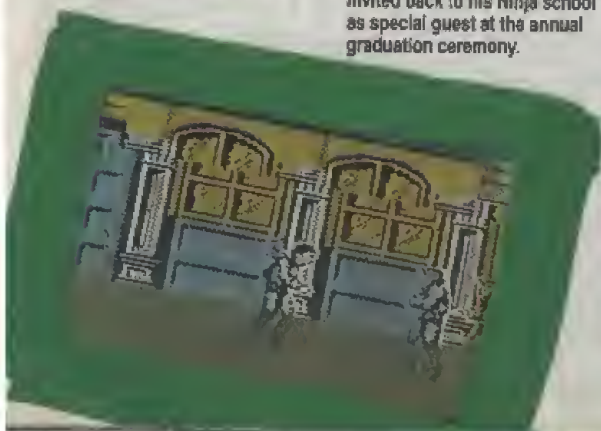
oriental soundtrack that plays throughout and plenty of henchmen to beat up. Shinobi, like most other oriental kick-'em-in's is instantly playable, and you can bet your last yen it will take a fair time for you to rescue the kiddies and avert disaster.

MARK 85%

Oriental Biff-'em-up that will keep the Bruce Lee fans among you happy.

PRESENTATION	71%
GRAPHICS	73%
SOUND	74%
PLAYABILITY	76%
ADDICTIVITY	73%
OVERALL	76%

RATING



BUDGET

It's a budget bonanza, and as he loves hard work, we've handed the whole lot to Nick Roberts for his crucial, ultra-cool scrutiny! Take it away Nicko...



GREGORY LOSES HIS CLOCK

Mastertronic ■ £2.99

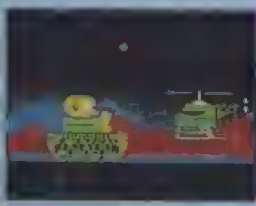
Crikey! Gregory has lost his clock! Poor lad, he'll have to resort to using his hundred pound gold watch! No, seriously, he put his clock on his bedroom chest of drawers and went for a kip. A naughty ghost game and stole his clock (along with everything else in his bedroom including his body!) and scattered bits all around the dream world. Greg must now find all the pieces of his clock and put them back together to wake him up in the morning.

Different objects must be used in different situations to progress through the adventure. Don Priestly, the programmer, the man behind such classic games as Trap Door, Flunky and Popeye, has his own inimitable style, and it's used again to great effect. The great thing about Don Priestly's games is that, despite the huge graphics, there is no colour clash at all. This doesn't mean there isn't any colour though — there's loads! It's simply all been used so that no clash is visible. The cartoony style graphics are excellent, with Greg clad in his PJ's looking a bit like Jack The



Nipper. The puzzles are just complex enough to keep you playing, and the different action sequences, like the helicopter and tank bits, add that extra addictiveness. Gregory Loses His Clock is simply wonderful! Buy it today, and I guarantee you will never regret it.

Overall 91%



You need to be really sneaky to get on in Protector. You can steal the bomb parts and the actual bombs from your opponent's cave, the only

trouble is that they can do the same to you! If you live then the fast lane, by all means get Protector.

Overall 4%

MOVING TARGET

Players Premier ■ £2.99

It was a secret CIA Intelligence report that started it all off (well isn't it always?), and it's you who must finish it. Under orders from the special United Nations narcotics taskforce you and your team smuggled four bombs into the underground cocaine refinery of the Evil Drugs Duke of Colombia, hidden in the South American jungle. Your team didn't stand a chance: all but you were immediately wiped out by the Duke's gun happy henchmen, and the bombs were never connected to their electrical generators. You must complete the mission!

And it's action all the way: jumping and moving around obstacles like dogs, barbed wire and land mines the slightest touch of which

decreases your energy and loses your life. Shooting comes into it, of course, with a bonus system built in. Shot 50 henchmen and you're given a choice of points, food or ammo to build yourself up again.

Moving Target bears a striking resemblance to the second part of Navy Moves from Dinamic. The sprites move, jump and in some cases look like the ones in Navy Moves, but we can let the programmers get away with it, as it's the best budget game I've played today! Music, effects and colour are all excellent, but the graphics do seem awkward and there is a lack of animation when your player jumps. All in all, Moving Target is a great blast at the price and should give you hours of play.

Overall 78%



COBRA FORCE

Players Premier ■ £2.99

Have you got the guts (and the underwear) to fly into the danger zone and combat the deadly enemy? If you have, grab yourself an AH-1W Super Cobra, the most sophisticated fighting machine in the air today, and join the Cobra Force. Your Cobra is fitted with a standard M197 20mm rapid fire machine gun, Hellfire anti-armour missiles and a number of prototype weapons systems that could just go boom at the wrong moment!

The game is split into four gruelling missions, each of increasing difficulty, and all boasting slick, colourful graphics that are a pleasure to the eye. The presentation of the whole Players Premier series is kept up in Cobra Force with a reasonable tune on the parallax scrolling title graphic and an excellent loading screen.

But what of the game's playability? Well, I found it

lacking, to say the least. The landscape is just so cramped: start flying, and within a couple of seconds you have bumped into the scenery or collided with an enemy fighter. If you don't like claustrophobic surroundings flying in the Super Cobra wouldn't be for you.

The idea of collecting stronger weapons isn't exactly new, but seems to work quite well here, but the way the Cobra bombs is very difficult to control properly. Cobra Force is really the budget equivalent of games like Silkworm: if you're looking for a very basic shoot 'em up, here it is.

Overall 64%

PROTECTOR

Mastertronic ■ £2.99

Helicopters, choppers and flying machines galore! Yes you've guessed it! The budget software industry has gone mad over these machines with rotor blades on top and

Annika Rice inside. So what has Protector got to offer that the others haven't? SPEED! Most games would give their right memory chips to have the scrolling speed of this, but unfortunately it ruins this game. You need lightning reflexes to stop and start your chopper without crashing. There is no such thing as acceleration in Protector: the two speeds you have are either 0mph or 100mph!

The idea behind the game had potential. You're at pilot training school, and to become top dog you must collect three parts of a bomb and deliver them to your cave base. Once there the bomb is assembled and can be dropped on the enemy cave to win the game. The screen is split into two with your current position in the landscape in the top and the enemy's in the bottom. The two overlap occasionally, and you get double vision! Presentation is a strong point, with an excellent loading and title screen, but surprisingly no music to cheer things up.

PANTHER

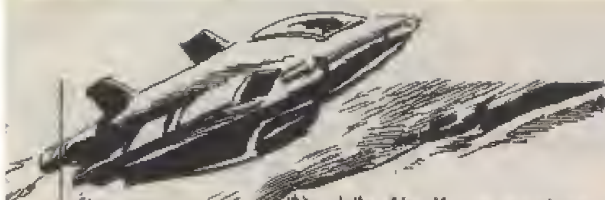
Mastertronic ■ £2.99

The city of Xenon is under siege! The bunch of nasty alien invaders also wiped out the city defence system while they were at it. Most of the inhabitants of Xenon got out when the place was evacuated, but as usual a few hapless idiots got left behind (must have left the cooker on and missed the train out!). A Panther ground attack craft has been provided to rescue them, and it turns out you are the only sucker who learnt how to fly one at school! Your day

to be a hero has arrived!

Aliens have been sighted in the city, over the water that surrounds it and in the desert beyond. Dotted over the landscape are bunkers where your little people are hiding from the enemy. You start off in the desert, shooting down all the alien waves you come across and stopping at every bunker to pick up survivors.

The diagonally scrolling landscape of Panther is made up of seas, buildings, railway tracks and of course aliens, i.e. all detailed and complete with shadows. To stop the risk of colour clash, the whole

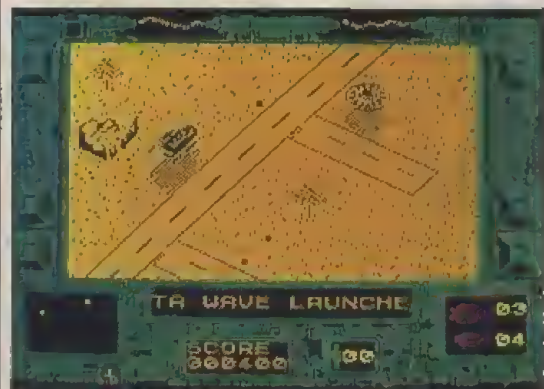


landscape is monochromatic making things quite hard to see. Shooting the aliens may seem easy, but they not only swerve from left to right, they also go up and down: match their height to blast them from

the skies. You can speed over the landscape to outrun the aliens, but then you run the risk of flying over the people to be saved and missing them altogether.

Panther is original, well presented, playable and provides a challenge for even the hardened gamesplayer.

Overall 83%



INTERNATIONAL FOOTBALL

Cult ■ £2.99

'Not another football manager game! I hear you all cry. Well, go and get a large box of tissues 'cos that's exactly what it is. International Soccer comes with a list as long as your arm of things that supposedly make this different from the other footy games. The list includes a colour editor (woof), American championships (woowool) and a manager's rating (the train now arriving...). Excited yet? One thing that does single out International Football from the other squillion football manager games on my desk is the graphics the programmers have included to try and brighten the game up. They aren't exactly arcade quality (well in fact they're just the shirts and shorts), but it's the thought that counts. Something that surprised me about this game is that the character set has been redefined. Not unusual you may say, but in football manager games it is. I'll tell you what annoys me

the most about International Football: the waiting while the computer recalculates everything. I simply hate it. If you feel you need to add another football manager game to the million you already have gathering dust on the shelf then look at this.

Overall 49%

SOCCER 7

Cult ■ £2.99

Soccer 7 is supposed to be a televised (!) indoor seven a side tournament. Eight teams play the game in two groups, battling it out to go through to the finals. You take the job of manager of your chosen team (what a surprise). You have to decide on your captain, penalty taker, match tactics, training, method of play and all the other decisions that a manager has to make to take his or her team up to the top of the Leagues and win the Final.

Who do Cult think they're conning? Soccer 7 is just a revamped version of International Football (or the



other way around). In fact, all the soccer games on their label probably use all the same routines. There is just so much a poor reviewer can take of these football management games, and I'm almost at bursting point. Here are some of the options in Soccer 7: 1 to 8 players, player trading, goal reports, formations, edit teams, fitness and skills options.

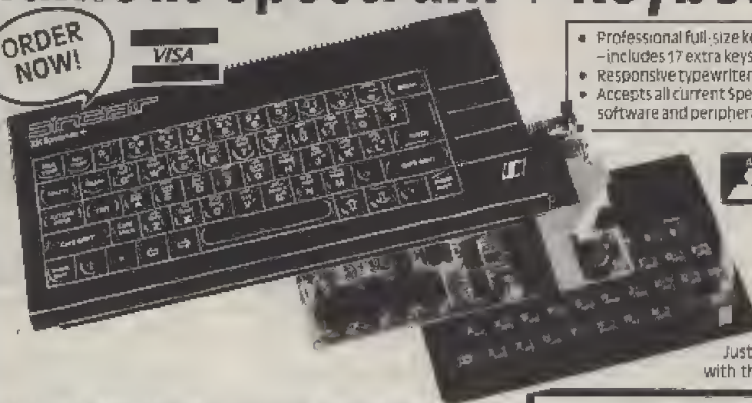
The presentation of Soccer 7 isn't as good as International Soccer. The normal Spectrum

NOW AVAILABLE – the official Spectrum Upgrade!

Your last chance to purchase the famous Spectrum + Keyboard at only £29.95

ORDER NOW!

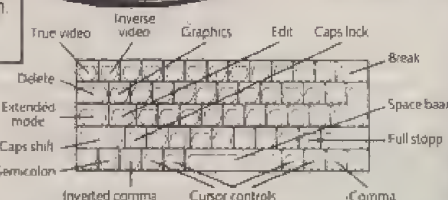
VISA



- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals

ACCESS/VISA WELCOME

+ £2.00 p + p



The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system: Interface 1, Microdrives and so on – as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

Here's some exciting news for Spectrum owners... the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step-by-step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for £36.95 + £2.00 p + p we'll upgrade it for you.

The bigger, better Spectrum keyboard

The Spectrum + measures 12 1/2" x 6". It has a large typewriter style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a perfect typing position.

There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

Order your Spectrum Plus kit now! This is the last batch of kits available in the U.K. It makes a great present.

All orders processed on a first come first served basis, delivery by return.

HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send 1 £36.95 + £2.00 p + p. Total £38.95.
2. Should you require the do-it-yourself kit just send £29.95 + £2.00 p + p. Total £31.95.
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just £55.00 complete.

Orders can be placed by using your Access/Visa Card on the numbers below



VideoVault
LIMITED

Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AAA
Telephone 04574 66555/67761/89499

© Copyright VideoVault Ltd. No. 987003



character set has been used, but the little pictures of the strip are still in there. Soccer 7: buy it if you dare!

Overall 48%

BRITISH SUPER LEAGUE

Cult ■ £2.99

That's done it, I've cracked! AAARGH!!! Do you have what it takes to become the greatest manager in British Soccer and lift your team to Super League glory? Well, to tell you the truth, I really don't want the chance, and I'm sure 99.9% of the readers aren't that fussed. This looks exactly like

all the other Cult football games, and is probably programmed by the same people (you would never guess!). And it is quite badly programmed. The program itself may be a masterpiece of machine code (if it is in machine code - I have my doubts), but the sloppy way the game loads, and the normal INPUT statements used to enter information, immediately put off anyone who knows what he or she is looking for.

If this game wasn't bad enough already, the amount of time you have to wait while the computer calculates all it's bits and pieces is simply ridiculous. Once you get the 'PLEASE WAIT' message on the screen, you may as well go on a two week cruise! By the time you get back it may have just finished initialising, and

you can start the game.

There is one thing in favour of British Super League. There are graphics in the shape of a view of the pitch and players running about on it. But don't open the champagne, because the pitch is the size of half the screen, and the players are four pixels high!

Overall 50%

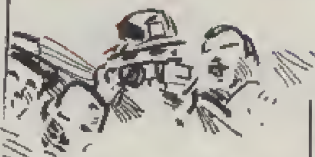
THE FOOTBALLER

Cult ■ £2.99

Just take a look at this flippin' soccer game. Boring. There are no pitch invasions, no streakers and no swearing coming from the crowd - well to tell you the truth there is no crowd! Yes it's bad news, another football management game in exactly the same style as International Soccer, British Super League and Soccer 7 (all from Cult).

There are some things in this that are different to the others though. Instead of saying 'please wait' all the

BUDGET



time, the programmers have put in 'follows shortly...'. I really can't find anything good to say about this. Well I suppose the title is as original as the game itself.

The next release from them will probably be a compilation of all these soccer games, so the clever people who avoided buying them the first time

round stand a chance of being caught anyway.

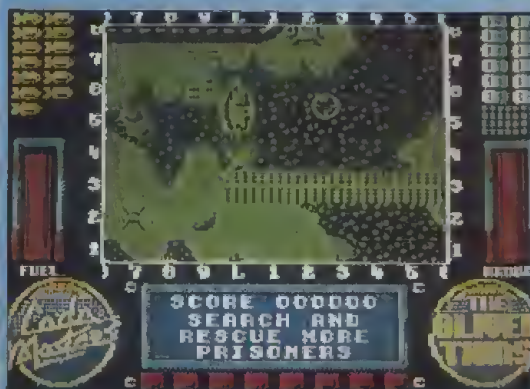
The loading screens on all the football games in the Cult range look like they've been cloned and reproduced for each one. Not surprisingly they are all by the same person! Surely there must be someone out there who would consider buying this (please write in), if not who do Cult think they are selling to?

Overall 43%

OPERATION GUNSHIP

CodeMasters ■ £2.99

Another game from CodeMasters with a tank in it! Perhaps there was a special offer on tank sprites? Operation Gunship is best described as sick. The presentation is leaps and bounds ahead of most full price games. For example, when you start the game the scrolling landscape curls down the screen as if it were a piece



of paper, brilliant!

Your mission in Op Gunship is to rescue all eight of an assault team lost on the enemy island. You fly a helicopter and must blow up buildings and tanks to discover where the team members are hiding. Once you have found one, you hover overhead and lower a ladder for him to climb. Moving while he is on the ladder causes him to fall off and you have to try again. Once all eight have been found and picked up, they must be returned to base and safety. Your next mission involves a new island and more people to rescue.

The background and sprite graphics are full of detail and displayed with a colourful border to make up for the monochrome play area. Bullets and bombs must be used sparingly, but more can be picked up by returning to base. Some of the team members are really hard to find, but this doesn't spoil the game, it just makes it last longer. There's the usual CodeMasters musical accompaniment, with a tune at the beginning and a few effects. Operation Gunship is the best budget game of this month, well worth a Smash.

Overall 90%

ALIEN SYNDROME

RAD ■ £2.99 (rerelease)

This is the official conversion of that brilliant SEGA coin-op so well received by all magazines when it first came out. You have to battle against all sorts of alien scum, which range from blobs of matter to the big end of level monsters with bits sticking out all over the place. There are various weapons you can pick up along your journey of destruction, including flamethrowers, lasers and fireballs, and there are maps embedded in the walls of the play area which will show you where to go. The idea is to rescue all the prisoners dotted around each level, then go on to defeat the big alien and on to the next level.

All the graphics, sound and colour in Alien Syndrome are

great, but it is just let down by the terrible multi-load system which almost every game has these days. That aside, you can get hours of playability out of this, and the meanness of the aliens gets greater as you progress, making it a real challenge.

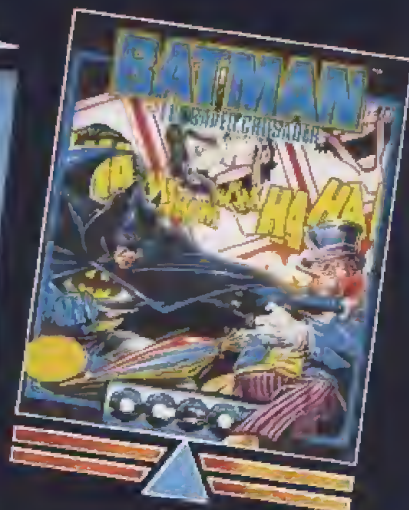
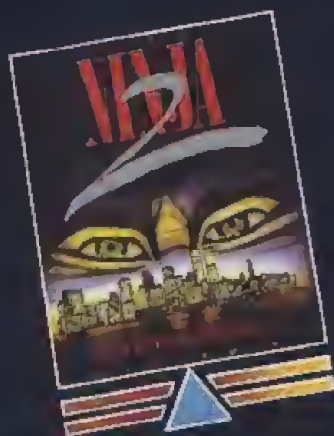
Alien Syndrome was a first

class arcade game in 1987, and the conversion was brilliant when it was first released. Now it has been rereleased at £2.99, all those who missed it first time round just have to check it out.

Overall 84%



A POWERFUL PACK OF FOUR



DARK

FORCE

LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun KuKumitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of KuKumitoki's growing powers, the arcane go-gods used all their wisdom to bring you, the Last Ninja, across the abyss of all time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish KuKumitoki once and for all?

© System Three Software Ltd. All rights reserved.

BATMAN - THE CAPED CRUSADER

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all... the Penguin. Save some strength for the battles ahead with the dastardly Joker however, or you'll miss the thrilling climax!

TM & © D.C. Comics Inc. 1988. All rights reserved.

DARK SIDE

From the Major Developments team. Creators of the award winning Driller.

Solid 3D, the nearest yet to being there.

Mission: Locate & Destroy Zephyr. One weapon on Dark Side. Avoid Plexor tanks. Disable Matrix ECO's, use tunnel network and jet pack to best advantage. Time is short. END.

© Incentive Software Ltd

R-TYPE

Deep in the cosmos, the ultimate terror. The Bydo Empire - evil, horrific, deadly. In the dark recesses of time and space, its terrifying creatures roam the cosmos, waging war on the Planet Earth. The desperate battle has just begun. As pilot of the R-9 fighter plane, it is your mission to crush these interstellar monsters using every sophisticated weapon at your disposal. Only your skill and reactions stand between brilliant victory and the devastation of Mankind.

At last, the arcade sensation bursts on to your home screen with several stages, terrains and a compelling scroll feature - the ultimate in thrilling gameplay.

R-Type™ ©1987 IREM Corporation. Licensed to Electric Dreams.

SPECTRUM · AMSTRAD · COMMODORE

£12.99
CASSETTE

ocean

SPECTRUM · AMSTRAD · COMMODORE

£17.99
DISK

— Ocean Software Limited — 6 Central Street — Manchester — M2 5NS — Telephone: 061 832 6633 — Telex: 669977 OCEANS G — Fax: 061 834 0650
— Ocean Software Limited — 6 Central Street — Manchester — M2 5NS — Telephone: 061 832 6633 — Telex: 669977 OCEANS G — Fax: 061 834 0650

CABAL



See us at the
PC SHOW
27th Sept-1st Oct

The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds - in your favour. Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face

with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and **FIRE!!**

SPECTRUM	£8.99
COMMODORE	£9.99
AMSTRAD	£9.99
ATARI ST	£19.99
AMIGA	£24.99

Ocean Software Limited
6 Central Street - Manchester
Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650

ocean